

Plus:

More of PS2's elite

- Time Splitters
 From the creators of Goldeniye
- Drakan for PS2
- Rynn's brave new adventure
- Madden 2001 Will it kill NFL 2K1?

Reviewed!

Dreamcast's Power Stone 2

And ... E3's best and worst, Jet Grind Radio, Dino Crisis 2, and the latest on Microsoft's X-Box







Lifecycle 2 Vol2 #7

Next Generation Magazine









All E3, all the time. Check out the coverage of the industry's bia show -you might be surprised

E3 2000... Sony Introduces PS2.... The Best and the Worst....10

X-Box: The X-philes ... Dolphin Watch... News Bytes... In the Studio

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→Special

Cover Story

PlayStation2's Chosen Ones. Massive coverage of the three games that will define the state of the art for PS2: Metal Gear Solid 2. Time Splitters, and Drakan. Come on, you know you want to look....

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07/00



Everything I need to know I learned at E3









Finals

We came, we saw, we reviewed

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EEnding

This is not goodbye. Let us just say, "until next time"

 I learned at E3

readers. It's amazing how much news you'll pick up at E when you'll pick up at E when you're diguised as an ape. Last month, we promised you asswers from EE, and now we've got 'en. Our eight-page, photo-filed EI report starting on page 4 will provide you with everything you need to know about the game industry's sixth annual show of shows. This year, 42,000 people

But everyone's eyes came to re on one title in particular M Geor Soid 2: Sons of Liberty. If ever there was a reason is get excited over PlayStation2, I was contained entirely in the el minutes of Metol Geor Soids 2 footage projected onto a giant video wall at Konami's (not

the industry, turn to page 64.
So what did I learn from E
no particular order:
Sega is not going away. In fact
company should have a cool

at PS2 software is going to awhile longer to appear cames are either going to be titles or budget releases. In Nakom's girtifiends don't a underpants (nam 9).

Eldos finally has its ducks in a in it's time to start a monthly X-I column (we did — see page M Dolphin's U.S. release may be delayed even further.

apps are in the works. The Simpsons are best in their sitcom. Japan's developers will s

> Now, if you'll excuse me, I ta get out of this monkey sa





You dance like a white guy. And now the universe depends on your sorry rhythm. Don't freak space cadet. Cosmic diva Utala will show you some fly moves. Before long you'll be rump shakin't against an ailen posse, But don't get for univer or they'll likely you to like a Christmas reve. Visit spacechannels or the common of the common or they will be the common or they will be common or they



E3 2000 Was it live, or was it all on video?

The Electronic Entertainment Expo, the Industry's annual trade show in Los Angeles Invoked mixed reactions and was oddly low key (despite a selection of booth babes wearing less than usual). Going In, expectations were, perhaps, unrealistically high: Although there would be noth-

Ing new from Nintendo on Dolphin, this show would mark Sony's official introduction of PlayStation2 to the U.S., as well as Microsoft's first E3 with X- Box, and would feature Sega's second-generation Dreamcast lineup, along with further details on SegaNet. It could have been a serious barn burner.

06 NextGen 07/00 www.DailyRadar.com



The Sony Countdown Begins at E3 PlayStation2 will be available in the

U.S. on October 26 for \$299

On the Wednesday before ER, Sory led a large number out of the LA surigifit and into a long cool, and dark audiorum Ge and cool of the LA surigifit and into a long cool, and dark audiorum Ge and the cool of the large that the front was a well-it soundstage. From this stage, Sory launched into

is himmostate prices recophon's receiving Registrator's price port and related acet, although neither piece of information should suprise Messafeen readers With 18 million units arready sold through to consistents in playar. Sony expects to move one million units in the U.S. at Issuaria, and have three million units installed by March 2004. The company shot promises to have the largest turned integer or record, with 50 tiles on intensis before the order of the properties of the Million of the properties of the Million of the properties of the Million of Million of

The company also announced that there would be no PCMCIA port in U.S. marbines instead a 3.5-inch band drive hav will be included, and that hav is also where the "network interface" will attach. Despite the rumors and rumblines. Sony won't be making a modern available, preferring to sump straight to broadband and cable moderns with its ethemet network interface card. Thereuse no word on when the hard drive module or network interface card would be released, but presumably a won't be until next year. Nor was there mention of any kind of pricing for the hard drive and card. When confronted

with the pricing question, Harrison mentioned the possibility of a "new economic model." We feel the can only be hirting at a strategy similar to Sega's for Dreamcach Sony would offer the hard drive and card for free as an incentive to new subscribers of Sony's network.

Sory outlined some PlayStation 2 network plans, complete with flow charts, But much of what was said was vague. Harrison said the company's broadband partners would be revealed soon, and though the company wasn't naming, names, it was certainly clear that Sory felt its custom computer entertainment would be a siller and not broadband.

"PlayStation2 is the future of entertainment, period," concluded Sony Computer Entertainment America CEO Kaz Hirai at the end of his portion of the presentation. In fact, Sony executives refused to use the word game at the show "Computer Entertainment" is the company mantra Sony describes it as a modure of games, movies, music, broadband entertainment, and more, including "several categories not yet even invented," it was more than a bit worrisome how much some aspects of the presentation sounded like the old pitches of 3DO and CD-L Still given the current advanced technology perhaps the market is finally ready for a set-top, doeverything box. However, it must be comforting for Sony to know that even if its extern fails to usher in a new era of computer entertainment, it still

looks as though it will be a pretty good box for playing games. NextGen

Yet, while most titles looked good on PS2, almost none displayed the amazing quality Sony promised, either in terms of gameplay or graphics. Indeed, the constant refrain from developers was a low-key grumbling about the difficulties of developing for the system. Microsoft's X-Box presence was limited to most of the same demos shown at GDC and little other news. Nintendo's utter lack of anything but a handful of new Rare games (and



Pokemon) put it in the running for the Total Waste of Space award. And Sega, well ... actually, Sega was the only booth that nearly delivered what it promised.

The trend was set early by Sony. At the press conference the day before the show opened, the company began with strong, concrete information about the PS2 release date (10/26/00) and price point (\$299), it boasted a relatively

rprising announcement about the nuts and bolts of the PS2 hard drive/networking add-on. It then made a surprising declaration that more than S0 titles would be available in the U.S. by the end of the year. Unfortunately, things then veered into grandiose. Phil Harrison, Sony's vice president of research and development and third-party relations, made some nebulous state nts peppered with odd jargon about a proposed Sony

launched "eventually." After the show opened, Sony's booth remained relatively quiet, with few attendees playing any title for more than five minutes before wandering off. In fact, the high point of PS2's presence was the simply amazing Metal Gear Solld 2 demo running once an hour at the Kona booth. Despite Sony's claim of S0 games by year-end, fewer than half that number were

show floor, and most of the games that were on display were obviously gulte early in their development cycle. By contrast, a combination of stage shows, fully playable games, quirky titles such as Samba de Amigo, and a group

of Space Channel S-Inspired go-go dancers kept the Sega booth jumping from day one. Though it could be argued that Sega's lineup was in some ways a repeat of last year's



sports games, this year's crop of racing games, and so on), it was also clear that the system was maturing nicely. Most titles showed rather pretty graphics and boasted snappy control, and most folks seemed content to hang around and play.

Indeed, little else underscored the sharp differences between Sony and Sega as much as the parties each company threw. Sega rented a smallish night-

worked NBA 2KI session with ice-T, dancing girls, and the band Filter. Sony's party took place on the mammoth Sony os lot, featured kiosks with two- and three-year-old Station games, and the musical guest was Macy Gray. ugh an excellent singer, Inough an excellent singer, Gray is more of a chanteuse than a rocker, and nearly put the crowd to sleep. The net effect was that Sony seemed coolly corporate and

there mostly to show everyone

a good time However, this also accentuated the true message of E3 0: It's clearly a transitional period for the industry. Games are becoming an increasingly mass-market entertainment medium, as evidenced by the ther-than-usual number of higher-than-usual number of celebrities seen wandering the floor, many of whom weren't even involved directly with any titles. Developers are wrestling systems (such as PS2), or waiting for others (X-Box, Dolphin), while exploiting what they've already learned (Dreamcast, PlayStation). Yet in the end,

that left everyone with a lot to watch, and little that was new to actually play. in other words, while things will undoubtedly perk up by the coming holiday season, most of the excitement was generated by potential. Just



Best of Show Booth: Sega

Put simply, this joint was jumpin'. The vast majority of games there were fully playable (some networked), with a surprising variety of both art and gameplay styles, from the 2KI sports lineup, to the freaky survival horror of Mbleed, to the retro-future of Space Channel S. There was literally something for everyone. And if the earnes didn't hold your attention, regular stage shows featured acts such as trick skaters for Jet Grind Radio, and the once-an-hour gyrations of a stunningly someous Ulala and the Space Channel dancers. who strutted their stuff on platforms I5 to 20 feet off the show floor, Ooo-la-la indeadl

The 10 Best Games of E3

Metal Gear Solid 2: Sons of Liberty Black & White



Platform PLAYSTATION2 questionably the game of the show, attendees sat n as long as 45 minutes beforehand to get a prin viewing spot of an eight-minute video featuring less than five seconds of CG. The footagealmost entirely consisted

of realtime gameplay and in engine cut scenes. verwinter Nights



■ Platformi PC ■ Publisher Interplay ■ Developer BioWare The creators of Baldur's Gate are set to define the next generation of RPGs. Expect some great multiplayer party adventures, as well as an unprec d level of customization when this title ships next spring.





Peter Molyneux's magical god-opus arrives on September 23. It will enable you to "be what you wan to be in the game," Molyneux says. And it does. With stunning freedom of choice, players will truly be able to create worlds upto themselves.

Jet Grind Radio



■ Platform DREAMCASY ■ Publisher Sega ■ Developer Sega With its combination of unique art design and fast-paced skaling and-graffiti action, Jet Grind Radio was easily the most noteworthy title in Sega's already pressive booth. (See preview on page 29.)

FreeLancer



Publisher Microsoft # Developer Digital Apvil FreeLancer continues to be the shining star in Microsoft's Impressive software lineup. Boasting a penre-redefining living galaxy and simply staggering pacescapes, this looks as though it will be the space sim to end all space sims. Conker's Bad Fur Day



A crowd favorite, this raunchy 3D adventure feat Conker, a cartoon squirrel who survives a bloody D-Day-like battle, fights a giant to prove who has the "bigger bone," and gets drunk so he can urinate on ning enemies. Sure to horrify parents everywhere.

The House That Lara Built has had a tough ne during the last coup of years: It released a long ring of perfectly mediocre s, dealt with the all-toogh-profile developers, and

faced conspicuously dwindling sales. And yet, given the this year, the company seems determined to turn things around; the

majority of games on display were quite nice looking indeed, including fear Effect: Retro Helix, Hitman,

mando 2, and, of course Deus Ex and Anachronox. These were easily among the more solid line





Armored Core 2



■ Pistform: PLAYSTATION2 ■ Publisher: Agetec ■ Developer: From Software Yes, It's true: The best-looking and most solidly playable PS2 title on the floor was this mech cor ne, in which each mech boasts 200 customizabi parts. Brought to you by tiny From Software and Agetec. Who woulds thunk it?

Episode I: Starfighter



II Platform PLAYSTATION2

II Publisher, LucasArts III Developer LucasArts We haven't been too impressed by Episode I names but Starfighter shows off fantastic terrain, unbelievable draw distance, and gorgeously rendered ships. And let's face it: That makes up about two-thirds of most mission-based shooters. The force is strong in this one

Sigma



■ Platform PC ■ Publisher Microsoft ■ Developer Relic Relic's next realtime stratery came is far more ambitious than Homeworld and, the designers feel, more accessible. In a setting similar to The Island of Dr. Moreas/s, players can recombinate and spilce the DNA of multiple animals. For what! Combat against others.

Madden NFL 2001



■ Publisher EA Sports ■ Developer Tiburon IA Sports' flamble title moves into its next cone in a big way. Expect this gridiron giant to compare visually with watching the real thing on Monday night TV. (See the preview on page 35.)

The worst of E3

Simpsons Wrestling III Flothers PLAYSTAT Publisher Fox Interactive Developer Big Ape



floor to invoke our scorn.

This is perhaps the most tenuous tie-in we've ever seen between fermed characters and a game genre. This lowmove-count title left us yearning for the days of

around, and being the focus of an entire corner of the Fox booth, it was a wirish-enough stain on the show Panty Raider: From Here to Immaturity



■ Publisher, Simon & Schuster, ■ Doveloper Hypnotic In a variation of of all things. hunting games, you lure away supermodels and snap pic tures of them in lingene. This

sounds good, until you hit the solid wall of idiot humor used to defect the "offersue" remove The result! It's offensively shoot Apparently Simon & Schuster gets off on negative press, hoping to attract the current You have been warned

Mort the Chicken Sofform ELAYSTATIC ■ Publisher Grave ■ Developer AndNow



We're all for games with a unique premise, but geez, people, do something to make them world Although it's in 3D, this action-plat former joited us back to 1993, when literafty every

creature on Earth got its chance to run, jump, and shoot. Mort is one of the least charismatic characters since Awesome Possum, and for entire levels, the backgrounds consist of nothing but cubes. Really, Cubes.

Deep Raider

■ Platform: Pu ■ Publisher: InfoBank Technology Group ■ Developer: InfoBank Technology Group



This undersea nonadventure features a low-poly diver strapped to a dolphin with both suffering from a case of lack-of-animation rigor mortis. This Talware-se The reminded us that the ocean is basically big, empty, and boring Best described

by its Marlously mistransated promotional fiver as a mazy seaweed forest."



Racing The offending include Star Wars Super Bombad Record (DC, PS2, PC): Austin Powers Moto Rally (Dreamcast): South Park Rally (Dreamcast): Wait Disney World Quest: Magical Racing Tour (Dreamcast), and Disney's Mickey's Speedway USA (N64).

Worst peripheral: JoyMouse # Platform PC

Manufacturer, InfoBank Technology Group Another infoBank product. this cheaply made joypad



clearly a problem of epic proportions in today's gaming society. Thank goodness we'll "Never have to suggle with both agains"



With the world's first full-scene hardware anti-aliasing and our proprietary

T-buffer' cinematic effects engine, the new Voodooy' is the most powerful 3D accelerator card

on the planet. Want proof? See for yourself @ www.jdfs.com.

FULL-SCENE HARDWARE ANTI-ALIASING INSTANTLY SHARIPENS AND SMOOTHES THUPPER GINEMATIC EFFECTS ENGINE: THE MOST REALISTIC 3D ENVIRONHENT ALLOWED BY LAW UP TO 15 GIGAPIXEL/SEC FILL RATE: TEAR THROUGH LEVELS BURN THROUGH SCENES





The X-philes

Microsoft's console goes under the microscope

Console thinking has been largely unchanged since the Atari 2600. An outrageous claim? Not really Up until Dreamcast, every console shipped with the same technique for getting games into the system. They've been sealed boxes, cut off from the outside world.

Not anymore.

Sega broke the isolation barrier with a built-in modem; Microsoft upped the ante with plans for a built-in hard drive; and Sony has an add-in device that takes care of both. (Nintendo continues to do its ostrich impression.) But a hard

drive is ancient technology as far as storage goes, so why did no one think of this before?

Well Nintendo did - but the 64DD was doomed to failure because Nintendo never could explain what it would actually do. Does Microsoft suffer the same problem? Not according to Seamus Blackley, Microsoft Games' director of advanced technology, who is convinced the hard drive is an essential adjunct to gameplay and a central part of the hardware.

When asked what a hard drive could possibly add to the technology



Blackley explains, "You could be streaming the next room in a level off the DVD onto the hard drive, all in the background, making the whole

nencess of If a game can hold level and texture information managing

much

make the 64 megs of uni-

fied X-Box memory all

the more potent: If a

same can hold level and

ure information in

relaxed: "The read-write speeds don't vary that much; you can expect the X-Box to use whate er's current. The model for selling

hard drives is the capacity and the price range." Ed Fries, vice president of Microsoft Games Publishing, is

equally ebuffent about his company's decision to ship the system worldwide with a standardized hard drive. "The problem is that the PS2 has already shipped in Japan without a hard drive," Fries says, "and that's a nightmare for developers. If you can't count on all the machines being the same, you have to write to the lowest common denominator just look at the problems

Nintendo had with the 64DD." No one knows how Sony plans to distribute its PS2 hard drive and modem in the U.S., but no matter how this is accomplished, it will put the Japanese market at a major disadvantage - perhaps problematic considering that lapan will be the source of most PS2 killer apps. How will the Japanese development community respond

to the extra strain and apparent disparity between territories? Competitors may argue that Microsoft will lose money by including such an expensive component. But a built-in hard drive is a sound strategy Because the hard drive will be a crucial support piece for online connectivity, it's important to note that the prospect of future online strategies

is virtually unlimited - Frank O'Connor Editor-in-Chief, Daily Radar Consoles

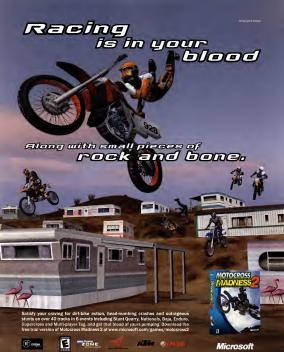
in some kind of fast-access limbo, the textures per area can be higher resolution Saster" True, and that may - an obvious benefit.

> the textures per area can be higher resolution - an obvious Microsoft is also refreshingly honest about the base functions of a hard drive. Despite the fact that the system is scheduled to ship with an RMB memory card, the company is unfazed by the concept of storing gamesave information on the unit. Players are comfortable with the

> > Blackley explains, "That just won't be a problem." When asked if we would see

some type of Windows-style interface, Blackiey simply responds,

> appear to be issues for Microsoft. The proposed BGB hard drive is simply a bullet point at this time (its specifications and manufacturer haven't been revealed). But Blackley seems



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Dolphin Watch

Lost in Space World

No news is not always good news
"All good things come to those
who wait," seems to be Nintendo's unspoken philoso phy for Dolphin. And that's exactly what we've all been doing - some more patiently

the last issue, both the Dolphin system and Game Boy Advance were totally absent from E3. No hardware behind closed doors, no technical demos. Nothing, According to Nintendo, the long, frustrating wait for more infor-

"I will tell you that [Dolphin] is considerably more developer friendly than [PlayStation2 and X-Box1."

come to an end on August 25 at the annual Space World show in Japan, which several development sources told us could be pushed back to November if the software isn't ready

Developers, start your engines

Development sources also tell us the ArtX-designed graphics chip Alto, CA-based office. With the graphics architecture fina elopment kits will be in the parties, and perhaps even a handful of select third parties by the time you read this. From what we've heard, the hardware actually lives up to Nintendo's initial specs, and that means any companies prototyping Dolph software based on specs will be able to port their code over relatively easily. When asked if Dolphin's development enviro ment was as friendly as PS2 and X-Box, NOA's Peter Main replied, "I will tell you that it is considerably more developer friendly than the products you just me ned." Good, because develo ers don't exactly have much til to build games that will impress us before Space World.

Nintendo - not just for kids anymore

Rare's genuinely foul Conker's Bad Fur Day is a prime example of Nintendo's new, bolder attitude. Many had already written off the Dolphin system as a console that will appeal primarily to the younger audience, yet along with Conker's, Nintendo's recent partnership with new secondparty developer Silicon Knights is another example of Nintendo's aim to broaden Dolphin's appeal. Silicon Knights developed the original Blood Omen: Legacy of Kain, and will release Eternal Darkness, a Resident Evil-like epic

The company is also working on a Dolphin project that is most probably a game called Too Human, a futuristic RPG formerly scheduled for PlayStation release. *Too Human will not appear on PlayStation, and it will not appear on a future PlayStation," says Sillcon Knights' president Denis Dyack, who adds, "If it's going to appear on a Nintendo platform in the future, we will

adventure for N64 this October

announce it." Silicon Knights is integral in ndo's push for games ned at the bigger-picture older market, but the company is not alone. Others include Rare (believed to be developing the Perfect Dark sequel for Dolphin); Retro Studios (rumored to be working on five Dolphin titles, including a firstrson shooter and an RPG); Factor 5 (Thornado, essential) Turrican meets The Matrix): NST (Metroid anyone? Please? Please?); and more. Throw in Namco, Konami, Capcom, and Acclaim, and you have a few more publishers with Dolphin projects for "mature" gamers.

And finally... We know nothing about the

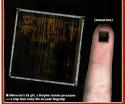
controller except for unsubstantiated rumors that suggest it may feature a microphone for voice-over-Internet gaming We also don't know the full extent of Nintendo's plans for writeability, or if, in fact, the feature is actually being consid ered. "We have some technical assets [for Dolphin] that we're not going to talk about that we feel very confident with, in light of what has now been shown as aspiring targets for the X-Box," says Peter Main of NOA, adding, "We think we're in

> - Matt Casamas Editor-in-Chief, IGN64.com

great shape."

The Gekko slithers into E3

Nintendo of America President Minoru Arakawa came out of hiding to make a brief, but informative, speech about the company's present and future outlook at a pre-E3 press conference. While the majority of Mr. Arakawa's words were focused on Nintendo 64 software, the Dolphin console was touched upon, if only for a moment. According to Arakawa, IBM's highly touted Gekko processor is now complete and in production, Nintendo dem strated this fact by passing out working copies of the chip, which is based on PowerPC architecture, to select members of the press. Size, evidently, is no indication of power, because the Gekko processor is no bigger than the fingernail on your index finger.



Dreamcast, Magazine

FREE ISSUE!

THE OFFICIAL SEGA DREAMCAST MAGAZINE is dedicated to the most powerful and exciting videogame console in the world!

The Official Sega Dreamcast Magazine will keep you up-to-the-minute on everything Dreamcast. The coolest new moves... authoritative reviews...best-kept secrets...the can't miss techniques. Everything there is to know within the world of Dreamcast!

You'll also get a FREE GD-ROM with every issue, packed with demos of not-yet-released games...video walkthroughs and strategies...downloadable VMU games...special saves, pick-up lines...and much, much more!

GET A GD-ROM included with every issue



News

Conspicuously Missing

BITS FROM THE EDGE

→ E3 has come and gone. The booths are down, and the men dressed as game characters have all gone home with the women dressed hardly at all. And although E3 is usually the place for big news and major announcements, this year it was more a booze-soaked revelry, as companies tried to shake off the majase caused by quarterly losses and get ready for a bright, bold future. We'll see in coming months if it worked. But for now, here are the results from the shows

The E3 Scouting Report

Still early in development, these titles showed promise Oddworld: Legion:

Munch's Oddwsee

ush the developers at Oddwor white of DC2 days this title keeps looking better eve

Republic

DI AVSTATIONS planer Eldos recioper Elisir Studios This The Sime-style game was still a very gy demo when we w it, even though little, if any games had been lesolemented set. Went for elitical power in a city of one million unique citizens is a tempting propos and the come still has a wear before it is

Legend of Excalibur

PLAYSTATIONS Based on Arthurian legends, this aty ole strategy title wowed us with its cool concept and awesome artistic style The rather short video took us into the middle of a chaotic and adrenaline pure ny battle between medieval armies cluding an incredible one-on-one fight dween King Arthur and the Black Knight.

Gunslinger

DI AVSTATIONS Shown very, very early in dethe game, players be ecome a hem or out law by fighting other guralingers in quick-draw fishion. Though there was little in the way of graphic detail or games

Run Like Hell

Strorm, PLAYSTATION2 This is one scary game - survival that's truly horrifying (see page 22). Even at this early stage, we are confident that this title is going to be amon the more genuinely frightening games of next was

Battle Realms

Nestled deep in the secret alcoves of the Crave booth was an early playable version of this highly advanced realtime strategy game. Although the game is a year out, the level of detail in the world

is already eerily realistic, and we can't

The new kids on the block were

committal. Microsoft gave a sound demo for its X-Box, but made none of the major accusition announcements the industry expected, it did, however, announce "developer support" from Electronic Arts, Konami, Acclaim, and Eldos, Late in the show, though, Microsoft had to make clear that "developer support" didn't actually mean those comparies were developing games, just that they were very supportive of Microsoft and the idea of the X-Box Spriv cournered this revelation with an amouncement that

Square held its hand during fifth-period meth class, and that Namco gave it a hug when it was feeling fat one day

Speaking of fat, Sony was reportedly very nervous about its massive booth up to the minute the show floor opened. With developers receiving devicts only four to five months before the show, Sony was womed that many of the games in its area would look week. One source told us that third-party support at Sony consisted of calling the publishers that were to display at Sorry's

booth the day before the show exclaimmg, "If there's even one problem, we're yanking you from the floor!" Perhaps that's why Sony's booth was more like a museum than a game company

But if it was a museum, its curators were stuck there. At least, they weren't allowed to go anywhere near Bleem's booth According to a source close to Bleem, the company was granted a court restraining order prohibiting employees of Sony from entering Bleem's booth. This was likely in response to last year's actions

BOSS FOR X-BOX

icrosoft hasn't wasted any time etting neighborly with the locals ready put Seattle-based devel er Boss Games hard at work on a en working on Stant Racer 64 for was recently canceled.



GROUND CONTROL TO PS2

Sierra's 3D realtime strategy title Ground Control may have just hit the shelves, but developer Massive Entertainment and Sierra have made plans to take it to Sony's new system. Massive will assist an unnamed developer with the port. Sierra isn't stopping there, either The company is bringing SWAT 3 to Dreamcast, and the predominantly PC publisher promises 50 percent of its titles in the next two years will be on consoles



BUNGLING BUNGIE

The smarty-pants developer behind Halo and Onlinkaned to announce a ed new title at E3, but then chanced its ed and option not to. Still, Next noration learned that the game wo be a fantasy-based slege worfare title that stured both resitime and turn-based neplay. The cool part? It will be built on

RATIONALLY PLAYSTATION2 anival horror goes to hell, literally, with The

Lost the latest from the same team at Irrat es that brought us System Shock 2. This time it t look as though you'll be dealing with zo se you'll have to brave the nine circles of hell tend of the standard haunted mansion. No word t on whether we'll see staple genre items "Herb," er," or witty banter in which you may be bud as "The Master of Unlocking."



BLEEMCAST ARRIVES

In their continuing quest to make Sony's lawyers oth fifthy rich and promaturely gray, the folks at m have introduced a PlayStation emulator for guessed it - Dreamcast, Bleem for Drea ay images in full 640 x 480 resolution, co are-based anti-aliasing, Bleem will also offer od," an adapter that will allow and memory cards. Reem to Isunch early this July

by Sony in which several Sony bywers and reps from the IDSA (which runs E3) appeared at Bleem's booth and shut it down temporants This year Bleem was showing off Bleem for Dreamcast, its emulator that allows Dreamcast to play RayStation games and use its graphic acceleration to improve the 3D. We can't magine why the folks at Bleem might think Sony would be upset about that

And speaking of Dreamcast, you'll be able to set one \$50 cheaper. thanks to Sega.com. Sega announced duzing the show that it would offer a specal \$50 rebate to those purchasing the Dreamcast between June 4 and August 31 who register for a free one-month trial of the Segacom ISP So, gamers who buy the Dreamcast and sign up for two years of the Sega ISP will get \$200 off a \$150 system, thus receiving \$50 to buy a free same. Segs announced this on the same day that Sony announced a \$300 price point for the PlayStation 2, It's getting interesting...

inforrames made two bir ann ments at the show. First, 15 killing the

GT Interactive brand After accurring the foundering New York company and merging its operations, the company intends to bring out all games under the Infogrames brand. Second, the company's earnings are way up. For the third quarter. it yielded revenue of more than \$118 miltion infogrames' big fromage, Bruno Bonnell, says that the company hopes to Join EA in the \$1 billion armusi-revenue club by this time next year

nd the winner at the show in the "What the Hell Were They Thinking category is clearly Gathering of Developers, in an industry focusing more and more on the mass market

and mainstream acceptance. GOD put itself two clicks up river in the middle of a parking lot filled with trailers, midgets. and models dressed as catholic school stris When we asked GOD's CEO, Mike Wilson, what exactly he was thinking, he sald, "You're an emand boy, sent by grocery clerks, to collect a bill..." This is the

end, my friend - Compiled by Agron John Los Executive Producer, DailyRador,con





e your toke

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→ Alphas

Next Generation chases developers to the outer limits to bring you the first in-depth previews of tomorrow's games



→PlayStation2

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Gun Griffon Blaz	Ġ							٠	٠				.55
Madden 2001 .													.35
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Run Like Hell .													.22
Silpheed: The Lo	į	t	F	1	ú	10	ı						.50

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Many developers confuse true horror with the goody mess of an exploding zombie, while others feel they can invoke fear simply by programming a few beings to jump blindly out of the darkness at unsuspecting players. No, true four is a fulligh more complex beast. As

body who has seen both Alien and Alien3 can tell you, the subtle differences between the real and the superficial go a long way towards keeping you up at night with the lights on. The Run Like Hell team has put a lot of thought and effort into

designing their game around the psychology of real fear. You know, the dark stuff, paranola, confinement, and the unknown. With these principles firmly in mind, they're aiming to scare you see never before.

On the surface, Run Like Heil stands out from its survival-horgog brethren simply due to its sci-fi setting. The game takes place on the Forpeti space station, a fairly remote, yet profitable, rock mining colony in deep space. Yesterday, it was business as usual, but today something has gone horribly wrong. As former war hero Nick Conner - now

be one hell of a day, as Nick tries to figure out what happened aboard Forseti, attempts to find his fiances who is on board (if she is still alive), agid ultimately tries to escape.

The third-person, action-adventure gameplay falls somewhere between that of Metal Gear Solld and Resident Evil, but is done in the visual style of films such as Alien and John Corpenter's The Thing. The power of PS2 enabled the team to create realtime characters and realtime environments, so expect a lot of cinematic trickery aimed at making you feel closed in and hopeless while you

⇒Alphas √

wander the station. The general idea is that, as in The Thing, people trapped in enclosed environments start to panic. When the game makes you feel as if you were shut in with nowhere to run. then the team will feel they've done their job.

Unfortunately, the situation only gets worse because you're also hopelessly outmatched. The aliens are faster than you, are immune to most your blood to splatter the walls of the

station as part of the growing biomass "I want there to be a sense of danger, because these aliens are vastly superior to you," says producer Travis

Williams, "I don't know how long people can be scared of slow-walking bles. It's like," he begins gesticulating wildly, "walk, walk for your life!" And anytime you can walk away from an enemy, I fail to be scared." So the moral is this: Move cautiously,

run frequently, and above all don't jump out with guns blazing. You don't always have to fiee, because a lot of the puzzles in the game revolve around using your wits as well as your MacGyver-like abilities to construct makeshift weapons from debris on the ship. You have to be careful, however, because despite early evidence to the contrary, a greater intelligence is at work, and the aliens will eventually adapt and overcome any technology





you use against them. The words run like hell were used in more than one of the gameplay situations described to Next Generation.

Despite the obvious emphasis on just plain survival, there is actually a very complex storyline interwoven with the action. As you creep through the station, you'll meet and cooperate with a rogues' gallery of "good guy"



alien NPCs who survived the onslaught. The cast includes a brutish some tough spots (although he accidentally shoots you the first time you run into him), and a nurse who's of a race that Nick helped to conquer and who can heal him - maybe. And, of course, there's Nick's flancée, who is certain to play some part. Nick isn't

■ The Brute (below) is the first allen you meet, and it rips off your partner's head with its teeth. The Cutter (upper right) can use its claws to open sealed doors and then eviscente you in a sante sweet.

your stereotypical action hero, either; he fits into the formula a bit differently than the average Schwarzenegger- or Willisstyle character. "Nick is not necessarily all that tough;

he's just brooding," says Williams. "He's pissed off throughout the whole game because he doesn't know where his flancée is, he wants to get off this damn ship, and everything wants to slow him down,"

Given Nick's personality, it's no surprise that Lance Henriksen

(Millennium) has already been cast in the leading role. With his dry vocal style, Henrikson fits the part to a tee, and the early samples we heard were a far cry from the standard Resident Evil fare. Williams confided to us that sound production in general was a very high priority for Run Like Hell, and everything - especially the voice acting would get AAA treatment. In fact, the person in charge of casting the voice actors has also worked on acquiring talent for full-length Disney features.

Williams assured us that it would take more than 20 hours to run the gauntlet and beat the game, and along



the way there are plenty of plot twists secrets, we can say with conviction and high-intensity action scenes (someone must have radioed for help while the aliens initially attacked, right?). What we've seen so far is already pretty disturbing, even though It's obviously lacking a lot of the polish it will get in the next year of production. And, after a quick glimpse at some of the game's darkest

there's still a lot more to come. As an example of PlayStation2's second generation, Run Like Hell stands out as one that is utilizing the advanced technology to build a better, more well

thought out mousetrap. Let's hope that it can realize its own dark ambitions and give us all something to scream - Bloke Fischer





hreads of Fate

One World

Two Adventures















He transforms into monsters Play as both characters







SQUARESOF

JET GRIND RADIO

Make your mark on the world with a can of spray paint

who board to happen sconer or later. When bearing and distribution for their with the pletima of a constructing and distribution from the pletima of their general confine scott, announce was sure their general confine scott, announce was sure the team behand at Corn distribution as a ris of Radio in plann in tert mough to connect their general to the contrast produced and their confidence of the contrast to the contrast produced their scott particular states of their scott production of their scott production of their scott production of their scott production of other sports garding and

Don't be fooled by the cartoony graphics; Jet Grind Radio is as deep a ne as they come. As a member (male or female) of a group of infine skaters in Tokyo, you must do your part to mark and expand your territory by spraying graffiti all over the city Unfortunately. both the cops and rival gangs will attack you and try to prevent you from tagging each territory. If you're especially skilled you'll end up beating the rival gangs or of their own domains, and agrees help of key gang members. But the e will always be a thorn in your side (you are, after all, vandalizing the streets of Tokyo). Later levels shown to Next Generation even featured paratroopers

While the storyline is simple and a storyline is simple against some supreme will, blat, blath, it's the stating action that will keep gamers coming back for more. Getting around the city is a case as tests and with









→ Alphas

wheels on your heels, you're free to go where you want, when you want. At your disposal are 10 stunt moves true to inline skating, enabling you to flip, spin, and grind anywhere in sight - but you can still wipe out and eat pavement.

"The 3D world is complex," claims producer Kawagoe Takauki, "You can skate underground in the subway or the sewer, but you can also go inside buildings, climb on rooftops, and jump from one roof to another."

The game design called for a level of street detail on par with Crazy Tax's, and the team has done a lot of work reproduring the Tokyo districts of Shibuya, Kabukicho, and Tsukishima. Each area is teeming with life, too, and you will have to do your best to avoid traffic and careless pedestrians while you fee from the authorities. Because the U.S. release of the game follows Japan's release by a few months, it will include an additional map - a city design likely based on a U.S. location. Takauki isn't quite sure what the new city will look like - it's scheduled to be done after the lapanese version ships in lune. He does confess that it probably won't be based on cities such as New







THE ANDROMEDA STRAIN Trivia fact for go buffs: The guy behind Sega's Panzes (known as Team romeda) broke off from Sega and worked on Polyphony Digital's Omega Boost for PlayStation, Still, not left Sega's fold. The ducer, and designe of let Grind Radio all worked on the best Panzer Dragoon game in the series, anzer Dragoon Saga. So If you were Panzer Dragoon same, we'd have to guess that there's on it, at least until /ec Grind Radio ships.

a minigame unto itself. The gameplay is very similar to that of a rhythm action game, for which, strangely enough, Jet Grind Radio was mistaken when early

screens were released. Whenever you get to a place you need to tag, you must repeat a series of moves displayed onscreen with the analog stick, More

complex graffiti patterns require you to string several of these moves together. The game has more than 100 patterns. and will include a create-your-ownpattern mode. Custom patterns can then be shared with friends via VMU or the

Internet While the sameplay is innovative, the team is also counting on their exciting. new visual style to draw players into the game. A relatively new technique known as cel shading (a form of rendering that draws a black line around the characters and separates them from the background) is being used to bring a hip cartoon style to the game. The resulting effect is truly

next-generation

"We studied the Power VR2 closely, and we have been able to make things that are impossible on PlayStation2," states art producer Ueda Rvu. "For example, the textures are very colorful and detailed. The PS2 would not be able to handle them because of its weaker memory"

While some features still aren't finalized - such as the music, which is being worked on jointly by Sega of Japan, Europe, and America - Jet Grind Radio is already shaping up to be one of the most impressive and original games of 2000. With games such as this and the upcoming Phantasy Star Online, Sega may be gwing Sony a much tougher battle this Christmas than expected. And for the record, let Gnnd Radio doesn't have any allasing problems. - Blake Fischer



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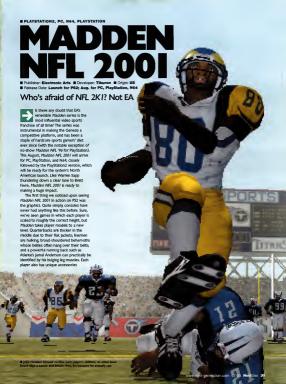
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(armbands, face mask, etc.), and is textured with amazing precision -zooming in reveals hair on the player's forearms. Also, many of the players will have their real-life faces.

As impressive as all this may be, it pales in comparison to the way the game moves. Even at this early stage in the game's development, the demo we played chugged along at a solid 60 fps In 640 x 480 resolution. Each athlete

fluidly switches from one animation to another with no hint of jerkiness. Moreover, thanks to very well developed inverse kinematics, collisions are smoother and more realistic than ever before. Gone are the days when you see a pass get closer and closer to a receiver only to watch it suddenly lump





not, if you're playing against a team with a decent secondary). Inverse kinematics also play a large

part in the way the game handles tackles and other forms of player contact. The game now considers an athlete's height and mass during a

ATHLETIC SUPPORTERS

While the PS2 version of Madden NFI. 2001 Is certainly exciting the other ens are being tuned to be equa Impressive on their The PC version will utilize the internet. enabling gamers to play an entire season online, or enter EAnents. The HayStation version will sport a create-ateam mode, and both PlayStation and NA4 will offer a two up to 10 players can contest. PC, N64, and PlayStation version will include a play editor. Finally, every version but the PC will reward certain accomplishments with "Madden cards," which will unlock codes, players, or Allhe able to trade the cards, and even

waser them in

competition.





contact situation. With a small, finesse runner (say, Robert Smith), you want to try to juke him around a 180 lb secondary. However, if he happens to be Eddie George, he may just run right over the hapless fellow. We even saw Steve McNair hurdle a defender diving for his ankles. Regardless of the result of the contact, the animations are seamless and realistic, adding markedly

to the visceral impact of the action. Madden NFL 2001 has also refined its gameplay, this time with an all-new user interface. The game should also avoid the "running game" curse that NFL 2K faced upon its debut last year. Product Marketing Manager Munir Haddad reminds us, "We dealt with

Madden play modes will return as well, including Franchise mode, which will enable you to command your team's every trade, draft, and play for a span of 30 seasons. Create-a-player modes are basically standard in games now, but Madden's complex stat system takes customization to new heights. Executive Producer Steve Chiang

explains, "While we would all like to create a player with the awareness of an eight-year vet, the reality is the player has probably lost a step, so choices will have to be made." Similarly, players are more likely to be injured as the season and their careers progress. So deep are the player stats that, when questioned about the importance of a player's college of origin, a seemingly

not so cryptically, "It never hurts to have an offensive lineman from Nebraska, or a quarterback from BYU!" If you want to stack the deck in your own favor you can also "bend" the laws of physics (a 7'2", 300 lb tight end who runs the 40 in 4.2 seconds? Hey, why not?).

What Madden NFL 2001 attempts to do better than any previous game is bring the football simulation to the next level. Call an offensive audible, and watch the defensive line shift in compensation. Haddad is most proud of features such as this: "It's depth that's always been there (in the Al), but now you can actually see it." Actually, he's understating. We saw it, felt it, and frankly, can't wait for it. - Eric Bratcher





action with an intensity that would have made reletary proud









ESPN X GAMES SNOWBOARDING

Will Konami's snowboarding title be more extreme than SSX?

it's an inarvuable fact that great sports games (or lack thereof) can make or break a system. Luckily for Sony Konami has realized the potential of ESPN's over-the-ton X Games franchise. The company's first PS7. title, ESPN XGames Snowboarding is

scheduled to hit American slopes this

November meticulously recreating the attitude and intensity of the competition that insores it.

ESPN X Games Snowboardne is all about authenticity. The development team spent an entire week mapping Mt. Snow in Vermont to recreate the existing X Games courses. Of course, the designers are creating a few of their own, including a brand new, 36-square-mile mountain, specifically designed for free roaming action. While this may seem excessive, Producer Yasuo Daka explans

it's all part of the plan. "Many of the past snowboarding games have been more like racing games," Dakai says, "we are making X Games more of a snowboarding smulation. That's one of the reasons we are creating a mountain, rather than just a variety of different race courses."

It works. In an early demo, we dropped onto Daka's new mountain, and were stunned by the wide-open terrain. As we cruised through snowfields scattered with trees, huge vistas opened before us, imparting the same feeling of exploration that any seasoned boarder might enjoy when first encountening a

new mountain

The game will recreate four major X Games snowboarding events: Border Cross, Big Air Slopestyle, and the standard Half-Pipe competition. While Border Cross resembles a simple, pure race, the other events require players to pull off airborne stunts. Big Air is a freestyle jumping competition, allowing players to launch from a huge ramp and pull stunts in mid-air Slopestyle is a race for the best time with the added



element of rails, picnic tables, and other obstacles strategically placed for trick performance. The custom mountain also sports a free Ride mode if you just want to cruise and catch big air. You can create your own extreme rider, but Konami has also licensed several of the X Games' flercest competitors, so you can risk a professional's life and limb instead of your own. While the roster isn't final, it's likely that five female and II male boarders will bring their own specific







skills, riding style, moves, and even facial expressions to the action, all in unprecedented visual detail.

According to Dakai, "You'll see snow lock up as riders fly by You'll see their clothes blow in the wind. You'll even see snow accumulate on your clothing after you fall down a few times " Dakai also promises the finished version will boast a frame rate of "Absolutely 60. Even if it's two player split screen, we will maintain a 60 fbs frame rate*

ESPN's broadcast team is also making every effort to ensure that all elements of the presentation will be authentic. If not familiar Replay mode will utilize the same camera anales ESPIN uses when

broadcasting the actual event, and ESPN is even helping design the game's graphical overlays and instant replay wipes. Music will be on par with the existing X Games soundtracks, which feature music from several groups. including The Descendants, Crystal

Method, and Korn. While there will very likely be at least one other snowboarding game available on PlayStation2 when ESPN X Games Snowboarding arrives this November (EA's SSX), players seeking total X Games immersion would do well to take a long. hard, look at ESPN X Games Snowboarding - Enc Bratcher



THE STORY OF X Since its debut in

June of 1995, ESPN's premiere showcase sports, such as bicycle stunt riding, and street luge Nielsen analysis indicates that a staggering 37% of tuned in for the 1999 Summer X Games, during which Tony Hawk successfull

900. The Winter X Games debuted at California's Bir Bear Lake in 1997, with weather sports such as Snow Mountain Bike Raong, Big Air Snowboarding, and discontinued Supermodified Shovel





e) 2000 Big Air Gold Medalist Peter Line shows his stuff





AMERICAN MCGEE'S ALLOE Include: Electronic Arts Doctor: Regue Entertainment

Developer: Rogue Entertainme
Release Date: Fall 2000
Ongn: U.S. (Dallas)

Will McGee's first post-Id effort outshine John Romero's Daikatana? Go ask Alice

American McGee has finally returned. After leaving id Software, the famed level designer of Doom II, Quake, and Quake if dropped out of sight, but his name soon

conceptual drawing of a droll, sloe-eyed young lass holding a bloody kinde and wearing a party dress. She is the main character in his new project. A thirdperson, action-adventure based on the Alon in Weinderland stones. Planny stated this girl resembles the traditional Aloe about as much as a great white shark resembles Mrs. Pau's fish stoce American McGee's Alice is undeniably the brainchild of McGee, who, as Creative Director for the











nappen to be tailer than you, but they ng compared to the Centipede, who is



project, leads the FA production team and oversees developer Rogue Entertainment. The game takes place a little later than the classic Lewis Carroll children's books upon which it is based. Alice is now a teenager, and she must fight against the Queen of Hearts, whose evil has mutated the already bizarre Wonderland Into a twisted nightmarish. gothic landscape filled with dangerous puzzles and vicious enemies. Many locations and characters are inspired by the books but have been contorted to look like they belong in a Tim Burton film. For example, McGee's Cheshire Cat sports a grin, but is a mangy, haggard



As third-person titles are typically built for consoles, a P52 or DC port would make sense

II This room seems plain when you enter it, but then the ceiling rises, the floor splits, and the pieces start to levitate. Just another day in Wenderland

looking creature with visible bones and tribal tattoos - and the Mad Hatter now appears as equal parts man and steamdriven cyborg.

Alice already boasts some amazing environments, thanks to American's magnation and a heavily modified Quake Wengine. The finished game will contain 15 vast levels, encompassing five separate worlds - the Caterpflar's garden, the vast, mansion-like Fortress of Doors, the area below a volcano, the Mad Hatter's Escheresque castle, and of course, the Queen's earden, grounds, and castle

The same's artistic quality is boosted by engine enhancements that enable some fantastic effects work. Animated textures make a wall of stone look as if it's made of fames, and ceiling beams appear to have shostly faces dancing over them, Imagine our surprise, when, upon walking through a doorway we discovered the room actually contained a wormhole - which then tore the room in two. The only way to cross the rift without plunging into the swirling plasma was to jump onto fragments of what used to be the floor which (naturally) were being flung about by

the tornado-like vortex Other challenges are more subtle, like a maze where the floor tits as Alice walks. lowering you into traps, or lifting you above to the only exit. Overall, puzzles in Alice promise to be more imaginative and elaborate than the typical platform/jumping situations in most games.

Impressive as they are, puzzles comprise only about 30% of Alice's gameplay. The remaining 70% will showcase enemies ranging from the familiar Card Guards to new enemies like the Boogum, a ghostly remnant of one of the Queen's victims. Alice uses playing cards as throwing stars and swings the meanest famingo-bearied conquet mailet this side of an acid trip. Best of all are the Demon Dice, which summon a demon that will attack anything.

It's tough to imagine a game doing justice to the Alice in Wonderland universe, but McGee and Rogue are playing the license to the hilt, stuffing the game full of outrageous characters. and imaginative ideas that couldn't work anywhere else but here. Currently scheduled only for PC, this is definitely a warped looking plass, but it's one that we'll jump headlong into - Eric Bratcher





uthor of her fictional adventures, was not. Rather, it was the nen name used by Rev. Charles dgion (1832-1898), a noted clergyman and Oxford mathematics teacher whose prolific "legitimate" writings included treatises on symbolic logic, countless papers on geometry, and ography of Euclid. Most interesting of all is the fact that Dodgson wrote the Alice books (neither of which, by the way, was actually entitled Alice in Wonderland) without the ance of any hallucinogenic substances. God only knows what he would have come up with if he'd lived during the '60s.





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Tennis anyone? You'll have a hard time saying no



If The players are as lifelike as any we've seen in a sports game – even compared with those of some of the latest P52 offerings. Still, they tack

The gold standard in videogame tennis has long been Super lennis for Super NES — in the nearly ten years since its release, no other tennis game has come close to displicating the awesome feel and control of the same. Until now.

A port of the arcade game of the same name, Virtuo Tennis is already on track to be the best tennis game ever. When the beta arrived in the NextGen office, work came to a grinding halt, which necessitated calling in the ectoratings to write the preview for fear that if the other editors treed, they wouldn't.

if the other editors tried, they wouldn't do anything else for the Issue. The control of the game is awesome: Using only three buttons and the D-pad, you can basically deliver any shot in the tennis leocon. The game draws slightly



Up to four players can play at once in a game of doubles. If you play a game of doubles by yourself, the CPU is actually a

from Tony Hawk's Pro Skater's control scheme, in that smple imputs frequently result in amazing moves orscreen. But as with Tony Hawk, you never feel as though you are anything but in total control of the action.

Graphically the game is also a sturiner. Player models are detailed and highresolution; the animation is incredibly smooth; and the game is packed with little touches — footprints and ball marks on the diay courts, for instance —

mans on the cay courts, for instance that make the experience totally immersive.

With a roster of 16 top international stars and three play modes, Writin Tenns

stars and three play modes, Writus Tenns is exactly the kind of game Sega needs to release right now to counter the hype surrounding FlayStation2; it's fast, fun, and exclusive to Dreamcast. — Chris Chorlo



SO WHY DOES IT LOOK SO MUCH LIKE D&D?

The origins of Reco of Lodoss War can be Imagination of a Jananese high school student named Evo Mizuno around 1980 \$1. Role-playing games Hise O&O were lagan at the time, and to come by. So Mizuno and some friends made up their their subsequent By 1986 they had formed "Group SNP" and had the rule system and a few stories printed in one of publisher Kadokawa Shoten's magazines. They wer

a hit, and a series of manga and OAVs followed, along with commercial publication of the RPG. The lesson: Being a geek can pay.

RECORD OF LODOSS WAR: THE ADVENT OF CARDICE

Yes, it looks remarkably like *Diablo*, but the *Lodoss* series itself has always looked like *D&D*, so...

It's dispoprinting that the classic armine Record of Lodoss Way.

He surfaced so infrequently in video games — It's sprawling firstlary vorif and epic battles make it a natural.

He, except for two RTSs on PC Eigne (Turbogark in the US) in japan in the carry 9%, along with a contemporaneous port of the first for Super Fanicom (alca, Super NIS), there's been nothing.

Although it may look like Diablo, the gameplay is much more like a traditional console action-RPG. Can't imagine pointing and clicking on something as large as this

So it's surprising that it resurfaces now on Dreamcast, in the form of an isometric, action-RPC that resembles an anime-influenced Dablo. And yet, unitio Dablo for Dablo & Dablos is in Babo & Dablos is in Babo & Dablos is in Babo is in Babo is in Babo is in Babo in East in Surprising you to rotate enough and accomin at will, Your central character will meet various NPCs, and through conversation tries, can convince them to join you. Affough you won't control NPCs, they

will help, given their abilities and situation. Characters gain magic and abilities through reading scrols, white combat confers experience points to boost levels and data. A paper-dolf "sight inventiony and equipment screen enables you to manage possessions, and the strength and magic powers of weapons and armor can be modified by applying different and properly and armor can be modified by applying different and a properly and armor can be modified by applying different and a properly and a properly and a properly different and a properly and a properly different and a properly a properly and a properly and a properly and a properly a properly a properly a properly and a properly a properly a properly a properly a properly and a properly a properly a properly a properly a properly and a properly a

combinations of over 200 magical runes.

However, what truly sets Lodoss apart is its deep anime world and huge enemies. With a wealth of lighting and other special effects, the game has a

decidedly unique look and feet, and the control is exceptionally responsive. No word yet on a U.S. release, and there are no apparent plans for online multiplayer modes. But even as a oneplayer game, we'll keep an eye on this







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SMUGGLER'S RUN **Ribitor: Reclaster Games #* Developer Angel Studies #* Frieders Date: Late 2000 #* Cripe US



Driver goes off-road Becoming a hardened criminal

with mad driving skills isn't easy at least that's what recent games such as Driver have taught us. With nothing in your life but exhibitanting car chases, huge payoffs, and hot women (we admit we're speculating a bit about that last part), it sure must be rough. Now, with Smurrier's Run. Angel Studios is taking the wild lifestyle out of the big city and into the open countryside, where the stakes are higher the runs are tougher and your criminal driving skills will be put

As a gang member in this missionbased driving game, you are tasked with picking up contraband (guns, biological materials, gems, etc.), then delivering it to your buyer Unfortunately, seven other gangs are out to violently force you off the road and steal your stuff. And if that weren't enough, the border patrol, police, and CIA are also hot to intercept your

goods. The pace of the gameplay is hectic; you drive fast and dodge pretty much everybody. Fellow gang members will assist you occasionally, but the pressure will always remain on you to get the goods, make the deliveries, and obtain the cash.

Knowing the environment is the secret to surviving each mission, because each area poses many dangers that can be as lethal as your enemies. Each of the





four game works - Arctic tundra, North African desert. South American jungle. and North American forest - is harsh and unvielding forcing you to use offroading skills to successfully complete each mission. Your biggest advantage is that you aren't constrained to any specific path. Take a peek at the map, set off in the correct direction, and you'll eventually find your spot -- screw the roads if necessary. Still, use caution, because each level is more than 100 square miles, and getting lost is a possibility.

Along the way you'll discover small towns, herds of wild animals and even pedestrians who will valiantly try to get out of your way (and unlike those in Driver they may not always be successful). The game also features some of the best PlayStation2 technology we've seen to date. If you can find a high enough vista point, the game engine will draw a realtime landscape that stretches

There are more than 40 different cars total each with its own unique handling characteristics, for you to destr., ec drive. And once you take a look at the fully modeled four-wheel independent suspension on the vehicles, you'll agree that Smuswer's Run boasts one of the most intricate physics models you've seen. Each different surface (snow, dirt.

railroad tracks, etc.) has a different level

of traction and roughness, and if you land

a jump incorrectly your vehicle will break

for miles and miles in any direction.



There are 40 cars, each with its own unique handling characteristics, for you to destr... er, drive

apart. You'll even lose tires if you drive too recidessly Of course, playability still takes precedence over realism. The dual analog control is tight, and the game is somewhat forgiving when it comes to rolling the car and other extreme situations.

With multiplayer modes in the works and the single-player game falling into place, Smuggier's Run looks as if it could be an exciting and playable addition to PlanStation2's library It'll be like reliving driver's ed. only this time it's exciting. violent, and illegal. - Bloke Fischer SMUGGLER'S

Thought you ifved an exciting life? Well, we checked out the Whitehaven, England. beein with a fully rizzed ship in port. the opening of the Rum Centre (where you can learn about

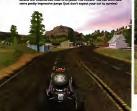
the deep history of th or), and, of cour the dramatic re-enact ment of an i8th, and heavy drinking Sounds like a great







that mountain in the background? You can actually drive to it and d the treacherous road to its peak. The reward: You can then take











PHEED: THE LOST PLANET

An old-school shooter that blows up real good

Sega released the original Silpheed in 1993 for Seva CD. Unique for its time, the forward scrolling shooter featured 3D ships flying over a prerendered RMV background.



However, it was no coincidence that its release closely followed that of Star Fox for Super NES. It was almost a direct response from Sega, a statement that its system could handle polygons, too. For the same's upcoming PS2

incarnation, Game Arts (which also developed the original) has junked the FMV in favor of genuine 3D backgrounds. However the gameplay will remain essentially the same - Slipheed: The Lost Planet is still a forward scrolling shooter. The game will reportedly feature six differently themed stages (which appear to be the usual suspects - a space level, a lava level, a postapocalyptic city level. etc.), each ending in a boss. As with the orizinal there are two "hard points" on your ship to which you attach weapons. You choose weapons from a list at the beginning of each stage, and "buy" them with points earned from the previous stage. There is a bit of strategy and planning involved, because some bosses are more vulnerable (in some cases, only vulnerable) to certain weapons

Although the gameplay may not be groundbreaking, apparently a great deal of work is going into bringing the visual



THE THEXDER CONNECTION

he original Silpheed was first released in the U.S. in 1988 by Sierra o y enough, it was the follow-up to Sierra's earlier Game Arts ort, Theoder, a rather simplistic, if challenging, shooter that red a Transformers-style mech that could turn into a jet. Th Sierra was mostly known for adventure games at the time, Thexide proved a modest hit, so the company imported Game Arts' next titl Silpheed it wasn't until almost five years later that Sega would so it up, add FMV, and release it for the then-brand-new Sera CD.

effects into the 21st century. Expect a plethora of particle and plasma effects. lightning, fire, and some remarkably kinetic explosions. If nothing else, Silpheed: The Lost Planet will be a feast for the eyes. - Christophe Kogotoni/jeff Lundrigon







Gravity never felt so good.

There's nothing like the blackout inducing speeds and the bone jarring spinust of professional renion, ToCA Touring Car Championship is an adrenaline-filled, nall biting driving game that brings it all to the fastest little machine of them all—the Game Boy' Color. Climb into the hottadriver's sate there is and watch out for the flying hoods, tires and glass as you race to victory in ToCA Touring Car Championship. It's full contact auto racinal.

COMING FALL 2000















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there are puzzles, don't expect the game to be too there should be a fair amount of kinetic action as well

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ORPHEN

So how do you make a good game about a lazy sorcerer?

As with Record of Lodoss War: The Advent of Cardice (see n. 46), Orphen (and yes, that's the way it's spelled) is another PlayStation2 game based on a Kadokawa Shoten anime. However, in this case the anime is being used as the background for a fully 3D, third-person-perspective action-adventure game.

You'll have the option of choosing among three characters. The first is Orphen - that's actually his name, and yes, he is an orphan. The anime series (see sidebar) also features a character

named Majik who - guess what? studies magic, so you can sense a theme here. He's a sorcerer trained in the "black arts," even though he's the good guy Besides Orphen, you can choose between two other as-yet-undetermined characters. However, the game will follow a different story depending on whom you choose, with a fourth scenario becoming available once you complete the other three.

The game footage we've seen so far suggests a strong platform-challenge

UP WIT ORPHEN ANYWAY? The television and

series this game is based on, Sorcerous Stabber Orphen, is a began airing in Isoan in 1998. The original storyline had Orohen looking for a woman ed Azalea, an orphan he grew up with and whom he older sister only to find the't been about Orphen compared with your usual heroes, is that he's a bit of a slacker with his rent, and although he tutors a local boy in magic to pay the bills No

consist of kicking

heartedly blowing stuff up with careless

know?" he says at one point, "Sorcerers

are pretty lazy."

gestures. "Don't you



component to the action, with Orohen making his way Castlevania-style up the inside of what looks to be a clock tower. jumping from moving year to moving gear Still, it appears that the RPGadventure elements are every bit as

The available screen shots also show evidence of what could be in the running for the PS2's most overused special effect: motion blur





With three characters to choose from and three storylines (plus a fourth you can unlock), or will hopefully have more than enough replay value to go with its strong visuals





In addition to battling monsters, you can expect to spend a significant amount of time dealing with deadly tricks and traps

strong, with gorgeous in-game cut scenes and a fair amount of interaction with various NPCs.

Orphen, and perhaps the other playable characters as well, can fight with both weapons and magic, and as is becoming typical for this kind of same matic is used for long-range "shooting," while the sword is used for close-range combat. While it seems the game will follow the usual pattern of work your way through the level, and face down the boss," the bosses themselves are pretty aggressive and will likely shape-shift during battle. In any case, the single boss battle we saw featured a rather creepy-looking winged dragon. which Orphen battled by using a targeting crosshair to fire magic as it flew by:

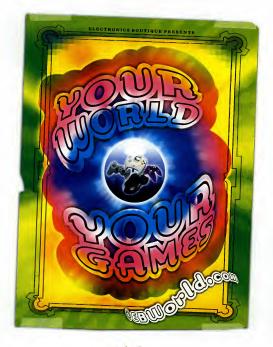
games we've seen in this latest wave. Orohen makes good use of lighting and particle effects, as well as telling background details. The outdoor environments teem with little touches -grass, blowing leaves - and the available screen shots also show evidence of what could be in the running for PS2's most overused special effect: motion blut (Remember all the lens flare in the onginal PlayStation's early days?)

As with almost all the PlayStation2

Although at press time little was known about this oddy titled game, both the screens and game footage we've seen so far look quite promising. Orphen will find its way to the U.S. courtesy of Activision shortly after the PS2 launches here. The anime has a small domestic following, and positive word of mouth could give it some buzz.

Christophe Kogotoni/leff Lundrigon









Summer 2000 (Japan)

Will the PS2 unleash the full fury of this mech universe?

With its Gun Griffon series. Game Arts has had a reach that has always outdistanced its grasp Two previous efforts for Saturn were technically excellent, yet as good as the gameplay was, the graphics were disappointing; they left the feeling that the designers had been forced to leave out as many game elements as they had managed to squeeze in. However, with PlayStation2, the company may finally be setting the kind of horsepower it needs to present full 3D mech combat in the way it always wanted to.

Blaze is set in the familiar Gun Griffon







resources are scarce and tensions are high. The player (as you might guess) fights for the Japan-centered Oceanic bloc, faging down North America, Europe, and Russia. Note that each

Tout wait! Can't we just sit and talk! Reason this out? Aw heck ... Blast those suckers back to





instance, the Germans have heavily armed and armored behemoths and the French. fast and maneuverable units, lapan, of course, relies on high-tech, often Transformers-style mechs. The game will have six different mission areas of varied terrain, divided into numerous missions. These missions range from search and destrox to escort, to full frontal assault.

Thanks in part to this variety if nothing else, expect Alaze to look incredible. Dozens of combat robots clamber across the screen at once, going through lush environments filled with explosions. smoke, and even weather conditions such as rain, It's been quite a while since any console has seen a worthy mech combat game, and by all early indications, Gun Griffing Blaze may provide just that

Christophe Kogotoni/jeff Lundrigan

WHAT, NO RADAR?

In an effort to mal the interface as 'simple" as possible a somewhat radical step, disposine of the traditional radas screen in favor of a dass Energy stector, or MED. The MED is a warr

bar at the bottom of that grows larger as a notential threat draws near. Howev while this arguably kes the screen less cluttered it remains to be sewhether the MFD will grove to be more as useful as) a rador combat. Still, at the very least it is a different approach and given Game Arts fine mech-combat design in the past. we'll extend the benefit of the doubt until we can test it



PERFECTION DOESN'T COME EASY The title Startopia is, of course, a play on opia, a word rested in the 16th entury by Sir Thomas Hore to oook he was wri day, "topia" is epresents (Witness ack when More was

he the title of a any word to descri a perfect form of whatever the word Fruitopio, Petopio, etc.) However, was afting his satirical us, he had more lster, Ironic Impli plo is not only ed from the reek Eutopia earling "good ace," but also from the word Outonia which means "no ce." More was ous, so as to Imply that there may be no such thing as a perfect place. But We're sure you'll do

STARTOPIA

Surely there's room for at least one more strategy game in the outer reaches of space



Most of Stortopia's development staff learned their trade at Bullfrog Studios, cutting their teeth on the creation of popular

simulations including Theme Park, Populous II, and Dungeon Keeper 2. It's no surprise, then, that the idea for this new game came to Mucky Foot director and joint project lead, Guy Simmons, in the guise of a new Theme title, while he was still working for Builfrog, Mucky Foot isn't building just another Theme game, though; with Startopla, it's attempting to improve on the standards set by the

popular EA series. As the Station Master, you're charged with rebuilding a devastated empire one space station at a time through courage, diplomacy, and, of course, careful use of available resources. Ultimately, your





As a Station Master, you're charged with rebuilding a devastated empire one space station at a time

success depends on your ability to leverage the materials at hand to create a stable society while continuing to expand it at the same time. Each station you manage will house both residents and visitors, and the staple Theme-style balance between hard work and pleasure must be struck if the citizens are to remain happy and continue doing your bidding. Your mettle as leader will be tested in nine different stations throughout the game, each of which

The resident aliens are a motiey crew of Mucky Foot's more edectic design ideas. "We're planning to make Startopia's alien races familiar to many players, with tongue-in-cheek representations of many famous sci-fi characters from movies such as Star

contains three game levels

Wars and Star Trek," explains director and joint project lead Gary Carr Some of the more original life-forms include the troublesome Gemslugs, which are useless except as a producer of energy (currency); Zedem Monks, which offer spiritual guidance, but have a tendency to form subversive cults; and the hardworking Salthogs, which must be kept happy because if just one gets annoyed, then its fellow workers will quickly follow Of course, no space colony would be complete without a little interspecies romance - that's

where the winged sirens come in, "Mucky Foot wants to create its own identity, and Startopia is Innovative in a number of ways," says Carr. "For example, It has a much stronger storyline and more strategy elements than many of the Theme titles." The Al is another area

where this game differs from the Theme series. Characters are aware of each other and even the Station Master (youl). As the game progresses, creatures will also be able to signal their feelings when they have concerns or something to show you, and the game will also allow multiplayer contests among up to four other Station Masters over a LAN, 'That's where there's another difference." Carr explains. "The Theme series neve allowed multiple players to play against each other on the same map."

The new 3D engine for Startopa is a welcome change from the 2D, spritebased norm for Theme titles, Effects you can expect to see include dynamically updated reflection mapping, progressive meshing, specular bump and shinness

mapping, atmospheric lighting and shadowing, and self-shadowing objects. With its quirky humor and original subject matter, it looks as if Stortopio could supplant the very games that the team cut their teeth on as sim fans' desktop favorite. Come this fall, we'll finally find out if the human race really is capable of running the galaxy or if we should just stick to Earth for now.

-lohn Cochion





next-generation.com 07/00 NextGen 57



DYNASTY WARRIORS 2

Koel has just announced that it will bring this samural-ora strategylearing up to the U.S. in time for the holicity season. The gameplay basically les somewhere between the military planning of Kessen and the one-managarist-the-holicit camage of Sword of the Berzeric Guist Rage.







Capcom's dino horror franchise returns to PlayStation in October, this time bringing reinforcements in the form of new controllable character Dylan, whose brute strength complements Regina's agifty. The action has moved outdoors into the depths of the jungle, and will include underwater seaments as well. Players will often be attacked by multiple dinos smultaneously (as opposed to the first game's mostly one-on-one duels), but they can now wield a weapon in each hand or draw a bead on enemies from substantially above or below harm's way.



s in Dino Crisis 2 use and attack in groups, unlike the first game's

18 WHEELER: AMERICAN PRO TRUCKER



Hot on the wheels of Crazy Taxe comes Sega's 18 Wheeler: American Pro Trucker, an arcade conversion that puts the player behind the wheel of a big rig with a long way to go and a short time to get there. Players will choose from five available big ries, select their carso, and then race to deliver it safely across the country if players happen to crash through a house or smash a competitor's rig into the body shop, so be it Dreamcast enhancements will include new stages, a parling practice mode, and Screen Division Battle mode. A release date has vet to be announced.







ne piag a story m





→ Milestones



OUTTRIGGER

Sega brings its arcade IPS to present sets of the present set of the present set of the present set of the present set of the set of the present set of the present sets of the present se







White a lone player can choose a first or third-persor point of view, two- and fourplayer split-screen modes will default to first-person views i order to conserve frame rate

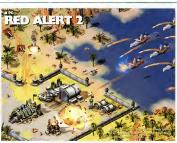




Westwoods definitive RTS series, CaSC, marches on with this title, which takes place on an Earth where Russia is reborn as a huge military powerhouse and has see about tearing the rest of the work (expectally the U.S) a new one Bottoning several new units ortherments (despectally the U.S) a new one Bottoning several new units ortherments (despect to semitationous) speed up gameglay and reduce the effectureness of cheap tractics, the game should arrive on store sheeks late this yeas courtey of publisher Electronic. Arts.



III Though most of the action takes place in the good old U.S. of A., it looks as though Paris will take some collateral damage, too



SONIC SQUARE



Players' locations on the main game board will determine if anyone teams up for the next minigame

5

Aimed squarely at the party game set, segis newest sonic title will feature the blue one and company faining off in an assortment of minigames. The title will feature spit-screen play for up to four competions, and will also support online play



FERRARI 355 CHALLENGE



Not to be confused with Acclaim's ministry titled PS2 more Segist Ferrari 355 Challenge is a direct port of 10 Sanuld's amazing Ferrari dinking simulation. Enhancements will include a two player spile-screen mode and Internet functions. It's unclear what company will publish the American version, because Acclaim holds the rights for all Ferrari games.







immes Bond's latest adventure will arrive from Black Ops and publisher Electronic Arts on PlayStation this fall, graining gamers first-person access to Bond's galdect, weapons, and women. The gamer's story will closely parallel the plot of the fifth, and Bond's selection of dewices will include the grappling-hock watch featured in the film.



Despite the fact that Bunge's anime-inspired third-person adventure has yet to appear on PC, the title is well into development for HysStation2. The player takes the role of a finuratic peacekeeper who uncovers a conspiracy while investigating tech-centric crimes.



Fuzzy Wuzzy Was A Bear... now he's dead.

Put Teddy on the most endangered species list and FUR FIGHTERST^{IM} on your most wanted. A new kind of game has hit the scene. Part adventure-crammed, shoot 'en' up, part heavy petting and panting action. Play as 'all gik arméd animal liberators against the malevolent fat-cat, General Viggo.' It's a raging romp of feline conspiracies, blazing animal-combat and unreferning beaver shots!



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Many developers will try their hands at PlayStation2 development. Some will fail to make it to gold master, some will fail to impress, and a select few will provide gamers with the new gaming experiences they'll remember all their lives. The teams with grand vision, and more importantly, the unwavering tenacity and perseverance to execute that vision, will be the ones that catapult PlayStation2 to its expected heights. Ultimately, the hard work is rewarded

PlayStation2's
Chosen
Three games that will define the state of the art on Sony's new system

PlayStation2's

Chosen

Three games that will define the state of the art on Sony's new system

when their titles become...



Next Generation went behind the scenes to meet exclusively with the creators of three titles sure to rock PlayStation2. (And we made it back with some exclusive screenshots to boot.)



Metal Gear Solid 2: Sons of Liberty





Metal Gear Solid 2:Sons of Liberty

Is it the best game ever? We're placing our bets now



This year's E3 had s predictable momen for example, every hour on the hour, hundred of fans and developers alike

for example, every hour on the hour, hundreds of fans and developers alike gathered around the glant screen in Konami's booth to stare in awe at the eight-minut trailer for Metal Gaar Solid 2. This amazing, tantalizing footage left little doubt that director

rery Ray (the newest in the Metal Gear line of combat robots), t alike the dramatic return of Revolve ant Ocelot, nothing was held back the to (well, except a playable t-minute blid 2.

the ship carrying Metal Gear

version). In fact, we predict this game will be nothing less than the fledgling system's first visual, aural, and gameplay tour de force.

force.
The secret, insists Kojima, is that he and his team have been









Besides the regions gatery who unwived the first game, there are now sew highly skilled combitants to from

66 NextGen (17/11) 26/16/16





not put a visual enhancement, it also helps the gameplay." Enemies will also now together in groups, and, in some one direction at once in a coordinated maneuere. According to Kojima, a full third of the Emotion Engines computational power is being used for All, which makes the combat in the game much more to the stage, more fun. The title details in the footige shown are what's going to make a few and the stage of the stage of

"Other games don't try to model the air, the temperature, those details. That's why we lo more real. That's the key to *Metal Gear Solid*

this game great, and Kojima is eager to point out that nothing aboud be taken for granted just because you're playing a video-game. You can shoot the lights and use night-vision goggles, so you can see them and they can't see you." he explains. You can shoot the pipes, and the steam will cause the enemies to be burned. Stuff file that."

At one point, a gunfight in the stocked galley demonstrated the stocked galley demonstrated the sheer volutility of the environment, as bottles exploded under the hall of builets and boxes of food fell open and spilled the contents onto the sloor. At another point, guards confront Solid Snake with buildsproof shields, and he takes them out by lowing away their kneecapt

— More a again.

The new first-person camera: mode makes this kind of accuracy a rang, and throughout our denno, we watched Soild Snake take out targets efficiently from that; perspective (even though the majority of the game is still played from the same third-person camera as before). Sometimes, however, builders weren't warranted, and



Because the game is still a year away in Japan, very little is known about the story. We do know that, after Metal Gear Solid, volver Ocelot took the disk with the Metal Gear Rex data and sold it. Now, every nuclearpowered country in the world has an army of Metal Gear Rexes, so Metal Gear Ray was built to stop them. Unfortunately, as these things always happen, the ship transporting Ray is overrun by terrorists (perhaps the titular "Sons of Liberty," but no real explanation was offered), and Solid Snake must save the day. The big difference this time, however, is that instead of being coerced into taking the mission as in the last game, Solid Snake is there on his own and not part of any organization

Oblitions is certain, though, white of the control of the control

The biggest question on everybody's mind at the show, vever, was, "How did Kojima pull this off? How could this game shine so brightly when so many others on the floor are nowhere near this level?" The answer is simpler than you might think: Kojima has admitted the game budget is the size of that of "A apanese Godzilia movie. (Current Japanese Godzillo films cost \$10 to \$12 million.) Another factor behind the polished quality is the fact that Kojima has a veteran team that's able to rise to any challenge, as evidenced by this quote he gave in an interview

"The team is a very masochistic group. They don't give up, they always come up with a way, and they enjoy the pain'





The dragon-riding Rynn returns in an epic adventure possible only on PlayStation2

lwo years ago, start-up developer Surrea Software visited the NextGen offices and blew us away. We saw an early but olished level of Drakan: Order of the Flame for PC, and were impressed by the scale of the world. But the real thrill came when Rynn seamlessly took mmand of the fire-breathing dragon Arokh in realtime and

hed into flight Fast-forward to present day and Surreal President Alan tmore will excitedly tell you

SCEA. No longer an union start-up, Surreal is also at work of Gunslinger for Activision, and has plans to license its engine as part of Sony's middleware program The company's success can be traced directly back to the swordelding woman and her dragon, who are once again the reason for our visit: to get the first real look at an all-new Drakan adventure in full production for

entirely new one

PlayStation2. Like the PC title before it, Drakan for PS2 is a third-person, realtime action-RPG that is part land-based dungeon exploration and hand-to-hand combat, and pert aerial combat from the back of the dragon. And while it features the two characters of the PC game, the adventure is an

"We have to assume that a lot of people on the console have not played the PC version," says Patmore, who again heads up the design. "When we ended the PC version, we left it a cliff-hanger. So we're summing up the history of the world of Drakan, including Rynn and Arokh's past adventures. This is a new adventure some time in their

future, with dosure for fans of the original game." The title has been designed from the ground up to specifically take advantage of the power of PS2. As the story goes, Rynn and Arokh must restore order to their

decaying land, and free an immortal Spirit Dragon. To do this, the pair must battle the forces of evil led by a race of wizards. The game spa eight massive levels, and boasts a variety of terrain, including strange







Time Splitters

■ Publisher: Eides ■ Developer: Free Radical Design ■ Release Date: PS2 launch ■ Origin UK

Meet people from across time, then kill them

If you were to guess what the first project was from free Radical Design — a company formed of ex-Goldenbers — you'd probably think it was another hardcore, first-person action-adventure. Well, you'd be half right. While Time Spiktrers's a first-person shooter, it diverges from the team's

om the team's previous design and instead follows the precedent set by

Quake III and Unreal Towns (oh, and Turok: Rage Wars, but who cares about that?) into the multiplayer arena The first thing we noticed was the immediate difference in the feel of the game. "We're not ing too serious here," explain: director David Doals, "Our spiration was originally Bmovies, and we wanted to get away from that hardcore kind of thing," Gameplay takes place in nine different time periods spread out between 1935 and 2035, each with its own movie theme. Don't expect a time-traveling epic adventure, though, because not only is the game much more focused on fast action, but you actually play arate characters in their or ue adventures for each level. Besides the leading man (you), each level also has its own subcast of supporting enemies and weapons that are time specific. So in the 1930s you can play the part of a brave adventurer raiding a mummy's tomb with a torch and a pistol, while in the '70s you play a mutton-chopped cop out to take back the streets. Other scenarios

include a teen scream flick



Free Radical Design has been busy putting in as many multiplayer modes as they can

haunted house and a sci-fi cyborg adventure.

While we expect the singleplayer game to be fun, it's the multiplayer action that's expected to draw the

crowds. The

important design principle, according to Doak, was that the team wouldn't have to apologize for the framerates. No longer hindered by the technical smitation of historical 4s. the town has high finedom to create a multiplipary game where the technology down hinded the action, and that means 40. The within as swindown, him instance the same and the cream that the case of the cream that the cream that

And deathma isn't the only option. Free Design had been had at work potting in as many multiple modes as they can. The garm modes as they can. The garm modes as they can, the garm of the modes are they can design and shot a key of the hillertyle game in which you must fined and shot a key of the hillertyle game in which you must fined and most acceptance of the many for as long as possible. Even more excelling is the inclusion of a Team former-inspired mode can be a Team former-inspired mode can be a Team former-inspired mode and the Teach Assaults, which is the contract of the purpose and while garding, and the contract of the purpose and while garding, and the other pulying a table would be assisted. Each mode as the world-be assisted, fact mode is the young to the world-be assisted, fact mode is playable in every.

ware the every
available time
period, but with
the singleplayer map
partitioned
differently
depending
on what kind
of game

reasors), Time Splitters' may expending editor features enough now what kind or game outre laying in dedition, there will splace be supported to the splitters of the splitters' may expend to the splitters' ma

nine multiplayer-only maps for you to choose from.

Eighteen maps might seem like a lot, but the level editor that comes with the game will allow you to make hundreds more. While it will be much simpler than PC map editors (for obvious reasons), Time Spitters' map editor flexitums enough your Same to the second seco

ensure plenty of variety. You can very built on the state of the control of cere build may that span multiple stories for some vertical stiplesfriendly dealing to see player starts, weapon locations (and types, enabling you to multiple renovers against 2035 taken 1935, and even colored lighting is even even colored lighting is well about the best thing about these custom maps is that they take up barrier take up take up take take up take take up take take take up take take

"Our inspiration was originally B-movies, and we wanted to get away from that hardcore kind of thing."



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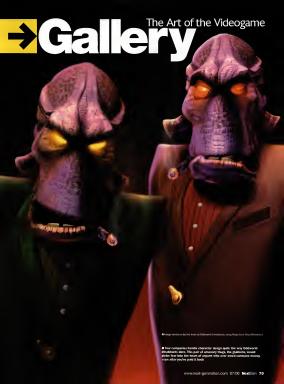
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→ Finals

Some months are better than others, but this month there are still plenty of tasty games out there to be savored





Power Stone 2

Everybody must get stoned

and most fighters are just variations of our old friend Street Fighter. One of the first Dreamcast games to fire a shot across the bow of the

status quo was Power Stone, Instead of fighting in a 2D plane, Intricate, multibered levels, minicate, indicated levels, smashing the scenery as you went. Its sequel, Power Stone 2, takes the original's strengths — awesome level design, polished visuals, and new-fangled fighting system - and reworks each on a grander scale. Fight as it does to Tekken, and you have to applaud Capcom for finally breaking from tradition. The fact that Power Stone 2 is actually a complete blast (and a great party game) is the icing on the cake The controls are simple attack jump, and "use," Most of the time. you don't have access to any special moves. Instead, players are encouraged to smash crates and open treasure chests that are



Dreamcast ver Stone 2

4 Wheel Thunder Maken X... Evolution 2 htmare Creetures II.



■PlayStation

led Power Bettles Vanguard Bandits 97 Wild Arms 2. 97 Geldido



95

The Rating

System Since we're living in e time when even average garn are pretty good, we at Next Generation will continu to demand even better Note thet a three-star rating is e typical "good" game, so expect to see a lot of them.

**** Revolutionary **** Excellent

**** Good ***** Fair

★☆☆☆☆ Bad Denotes a review of e

THE POWER OF STONES



uncover useful power-up items (150 spears, and stranger stuff such as skateboards and megaphones. Most are weapons, but others slow catapults, gun turrets, and even controllable tanks and planes. The constant rush for power-ups and

create chaotic, offense-heavy

and two super attacks. Detractors of the original will be happy to know that powered-up characters attacks just like normal characters.

Although only four new characters have been added to the sequel, what the roster lacks in quantity it makes up for in eccentricity. The game's new and a chef who chases his





It's clear that the bulk of development time went into level design. Each of the game's eight detailed, and full of surprises. Take the airship level, for example. You begin on the deck of an enormous you drop, you're forced to fight in one, and you smash into the ground, taking significant damage This constantly shifting pace can be unsettling at times, but it keeps each match distinct. Unfortunately, the trade-off for such big levels is a tack of variety - a paltry eight arenas make for pretty repetitive

and attacks with soup, Bizarn

On the other hand, the larger four players running around,

shooting, and throwing things, the winner of a match is often the player who can filter out the exviosions and flying debris, and simply locate his character to make sure he isn't getting pummeled. Four player mode is unquestionably the most fun way to play

Sadly, the single-player Adventure mode is much less compelling. In this mode, you pick up items and coms as you play Item Shop to purchase or combine objects, which can then be found during normal gameplay For example, hand the shookeeper a trident and a pole, and she'll retur with an extending lance. The added items are certainly a novelty but there's not a whole lot of fun in playing the same game again and again just to unlock power-ups. Cancom should have taken a cue from Namco and included a more full-fledged single-player game

ENextGen★★★★☆

Bottom Line: An innovative and beautiful fighting game, Power Stone 2 will keep you entertained for hours. Just make sure to bring along a few friends.

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🗦 Finals 🎍



querading as games, it's pretty fun too

antavision

So good it sparkles

→ While many have rightly water against Fantayision, Billed criticized PlayStation2's as a "firmworks simulation" the current software lineup as title is actually a unique blend lacking gameplay innovation, of classic arrade action, quirley this argument doesn't hold atmosphere, and puzzle gaming

vet engaging: Fireworks are launched into the air and it's your job to set them off. This is done by using an on-screen

The basic premise is simple, cursor to play connect the dots, and when you've linked enough shells together, you detonate them. The trouble is, shells have a limited lifespan. and each can only be brised

with shells of the same color, a

wild card, or a bonus itom. If you fall to detonate a shell before it fizzies, you lose energy, and when your energy reaches zero, the game is over Graphically, Fantavision is simply gorgeous, the screen constantly erupts in blossom of bright, overloaded color, and

even the backgrounds pack a visual punch as you move from Earth to outer space and beyond. The sounds typically associated with a fireworks show have been replaced with campy, yet oddly appropriate. "intermission-style" organ muzak, which provides a necessary foil to the gameplay.

It's only in terms of its staying power that Fantavision falls short. The game is really fun - It's basically Missile Command with color coding but with only eight low-lo it can easily be mastered and beaten

in an afternoon. It's still completely enjoyable, but experienced gamers will find themselves viewing the ending credits much, much sooner than they would've liked. - Eric Bratcher



II You can regain your energy during Star Mine, a bonus and that bombards you with eavy stream of mostly like colored shells

ENextGen + + + + + *

Bottom Line: A visually arresting cousin of Missile Command masquerading as a puzzle game. What's not to love? If only it was longer

Sky Surfer Sometimes a good idea simply isn't good enough



■ This is what most of the game looks like — one single character, floating in empty air. Kinda dull, isn't it?

guys at Idea Factory tried very band to make sky ng into an interesting videogame. They tried and falled. The sport, which ves strapping a modified ard to your feet and

It must be said that the leaping from an airpiane, is certainly has that Mountain esque "extreme" qual Unfortunately, all their brts were in vain. Like igee jumping, this is a sport that probably can't

is the switch from real life Graphically, Sky Surfer is resting at ground vel. Unless you're playing

o fan, there's not m to look at as you plummet arachute opens, the indscape fades in, and for brief moments, it is very etty. Otherwise it's just you the clouds, and the roaring wind. Plioting the parachute as you attempt to hit your landing target is much more fun than performing stunts, and requires that you hit mechanic clearly borrowed from the original Pilotwings. actually pretty impressive -



looking not unlike Tekken fighters in terms of quality Hair and clothing react in a convincing fashion, and the sation as they soin and twist is fairly realistic. However, this also reveals one of the game's fundamental flaws: There just isn't that much to do. Almost all of the maneuvers involve spinning around or flipping. Since there's no terrain, stunts are

pitifully sparse too. In the end, Sky Surfer more like a sub-game from Filotwings than a full-fledged piece of software. It remains to be seen if there will be a U.S. release, but at excrudiati import prices, this game is a complete waste of money and time, since you'll be done with it in just a couple of hours.

limited. Game modes are

NextGen ★☆☆☆☆ ottom Line: A game so dull and listiess that it almost clines the concept of duff launch software.

→ Finals @

4 Wheel Thunder



ever made, but on a syste with so many better ones, it's

Originally, 4 Wheel Thundor was never meant to be a kind of land-based cousin to Hydro Thursday, but when Midway bought it from Kalisto, it was retro-fitted to be part of the series. It shows As a result, the same's balance has been shifted into a too-heavy reliance on turbo boosts, and what few shortruts have been pasted in here and there seem to have been added with little regard for whether they're useful. The game isn't totally awful. Although the individual tracks

are a bit bland to look at, the models sport rice, clean lines and the textures are well detailed. And, overall, from track to track there's a great deal of variety, from deserts to rocky mountains.

> sluggish, and the physics model is "bouncy" making it feel at times as if you're driving a rubber ball instead of a 4x4. You might also notice that cars have no problem pushing you out of the way but when you slam into them it has little effect. Plus meny of the tracks, especially the indoor arenas, are more frustrating than challenging, and the level of difficulty ramps up far too steeply to be enjoyable. What's worse, in Championship mode them's no way to ston and start over - you're forced to complete it, even when you know you're going to lose and have to race again anyway - leff Lundrigan

> > Unfortunately, the game

creative premise is largely

gameplay is a big ho-hum

atmosphere and bland levels,

There are nice touches - an

darkened more with a pair of

from within, or puzzle rooms in

enemies onto trap doors - but

these moments are too rare to

keep Maken X from skewering

- Fric Brotcher

glowing red eyes staring out

which you coerce armored

uninspired. With little

However the control is a bit

NextGen ★★☆☆☆

Bottom Line: It's pretty, but ultimately 4 Wheel Thunder smply has far too many flaws for its slim parpenlay value.

Maken X



e, and brain jack this stegreat first-person title are going to be disappointed in Maken X. For the most part, this sword is

pretty dut. The game's main character is Maken, an artificial brain that looks roughly like a mutated carrot with a face, who lives Inside bladed weapons, Maken has the ability to "brown work" Le-

NextGen ★★☆☆☆

Bottom Line: There are redeeming elements, but they just don't sive into anything exoting. We suggest waiting for Half-Life

Evolution 2 Lots of style and just enough substance Burning typhoor

The original Evolution was a charmer of an RPG, almost in spite of itself. ough it hewed too close al RPG mechanics to meplay, it still featured it enough small adva to keep your interest up. ost importantly, how it was an incredibly goodking game, with ter designs that were pealing, and full of well

Which is why we're happy to report that the main cast from the original as returned for the sequel Maz, Linear, Gre. Chain nd Pepper are all back, nd looking better than yet in fact, Evolution 2 is a marked visual improvement ver its already impressive

> incredible sharpness, and the character models seem count as well, although everything still runs at a rock-stead 60tps. The veves are almost exactly

> The occasional smeary textures of the original have

the same. The most notable difference is that most of the dungeons are fixed, rather than randomly generated (although the layouts are still somewhat simple).

Also, there's now a ice dungeon" availab so you have the oction of going through it in order to raise character skills (and gather items) before heading to the "real" dungeons in

to quickly become embroiled with a gang of The dialog also seems a

time around, and the game — Jeff Lundrigor

Still, the preatost

improvement in this game

is a much more compelling

(and coherent) storyline, as

seville at the behest of

the Adventurers' Guild, only



ENextGen ★★★☆☆

ottom Line: Just as with the original, nothing about Evolution 2's gameplay is going to set the RPG world onfire, yet once again, its incredible graphics and appealing ractors make Evolution 2 an experience to be savor and enjoyed.





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Marvel vs. Capcom 2

Sometimes two dimensions are enough





Let's face it, Capcom side benefit is actually a more experience. Other big ulas. Each Installment iges are the new 3D

ach in its fighting game every series inevitably ds new moves and new ractors, yet it still plays sically the same. Except in nis one case. With Ma vs. Capcom 2, Capcom has y gone and done the hinkable: They've taken a ly playable game, reight it, re-worked it, and ne up with an altoset better experience. Oh yeah and they also added all the w characters and moves The biggest change is the

we from the traditional tton Capcom fight While this sounds like a oing down," It actually works much better, and the

head mode which, sadly only works in Japan (although we expect it to riving in the U.S. by the game's launch this fall)

backgrounds and the fact

three-on-three instead of two-on-two. Bottom line:

Yerent - and better -

orience than the first

The rame also features the largest variety of fighters we've seen in a fighting

ms, with 56 characters

arryone to play against,

sat. Even if you don't have



ENextGen ****

sen Line: Overall, this is the best 2D fighting experience available on a console. If you have a Dreamcast and you want for SP3: Third Strike, this is the game to get.

Nightmare Creatures II

mi B Developer: Kalisto Entertains



Michimore Creatures il has a thoroughly disturbing ere, but only so-so Horror-filed, but ultimately not

horrific, Konami's Nightmare Country of place out No. o. demented Tomb Raider as you control the clinically insane antihem Herbert William through some of the most unsettling scenery in all of videoximedom. The third-person perspective choofest takes olace in Europe in the 1930s, and contains nine Strly huse worlds. Wellace must explore these dank, creepy locations and destroy the mad

demand killing, and you'll marvel at the hideous freaks and fleshchewing zombies. Sadix Nethtraire Creatures & puts too great an emphasis on fighting, and little on the fighting engine. Battles play out in mindless button mashing with Wallace chop-chopping away Two attack buttons allow you to execute combination moves, but the

Endless waves of enemies

control response seems off. Dumb puzzle solving requires you to hunt down keys pervesive artificial lack of intelligence that allows for multiple enemies, but only oneon-one combet, it's terrifying watching Wallace hack up a defeated enemy while a healthy for sits there twidding its hideous thumbs - only it's not the sort of terrifying Konami had - Greg Orlando

MextGen ★★☆☆☆

Bottom Lines. Known's "dream" turns out to be nothing that clouds in our coffee," (We sincerely applicable to Carty Smort).

Roadsters

ters looks deven

enough, but the gameplay is

more annoying than exciting

Sourhters can take its place in

the growing pile of disappointing

neat cars, and some gorgeously

Pretty but fizwed. Titus'

Dreamcast racing games.

Though it holds some pretty

You can race on eight

III Publisher: Titus III Developer: Player 1 feature, but it does little to

moderate the vuckiness of basic gameplay Cars, be they from Affa-Romeo or Toyota, move as one huse block devoid of axies, and

handle like go-karts. Tracks hold various shortcuts, but finding them can be an all-too-costly proposition, though it's possible to smash through just about everything in Abadyters (including buildings and huge boulders), a simple barricade will often times remain impenetrable Worse, you never know

detailed backgrounds, the play is the thing and in this case, it just won't play well to the masses separate tracks, each with three As players race along these pretty tracks, they'll be accosted by various "Acts of God" such as volcanons that spray lave and tornadoes that wreak havoc on a car it's a neat idea and Titus

whether a barricade will give way or not. If it doesn't, your car will be robbed of all its momentum, and you can kiss any sort of lead goodbye. Stupid Al turns opposing racers into dedicated headhunters whose sole purpose is to perform a videogame mugging of the your car Toss in a few appoying taunts and pretty soon it all starts looking like one damnable pothole. - Greg Orlando

should be commended for this NextGen★★☆☆☆

em Lines The Dearncast edition of Titus' well-worn racer Roadsters provides a rather straight and uninterrupted ride to ennul

⇒Fiñas 🎍

Star Wars Episode I: Jedi Power Battles



And the cavalcade of subpar with Jedi Fower Ba So far, Episode (, the movie,

hasn't produced any notable games, and Jedi Power Battles does nothing to upset the curve. To begin with, it doesn't look great, it's not ugly just bland, with simple architecture and big. smeary textures. Also, the characters lack detail and are

almost devoid of personality You is more closely patterned after can choose from five different led (Obl-Wkn, Oul-Gon, Mace Windu, Adi Gallia, and Plo Koon), each with his own set of moves, but there's little else to distinguish one from the other The story roughly follows the film as you run from left to right. slashing your way through hundreds of enemies. For about a half of a level, it's kind of fun in a brainless sort of way

basically a 16-bit side-scrolling action game in 3D, with lots of lumping and platforms. This in itself wouldn't be too bad, but the control isn't precise enough. and the level design is more frustrating than fun, because the simplistic graphics often make distances hard to ludge. Worse, the level of difficulty ramps up almost instantly to "nearly Unfortunately, Power Buttles impossible." - Jeff Lundrigon

Shinobi than Final Fight It's

ENextGen★★☆☆☆

ottom Lines. This game really needed a few more

months of playtesting and balancing. As it is, this is best approached as an exercise in anger management

dated non culture references

intuitive, informative interface

than 50 well-planned battles.

the perfect starter strategy

RPG. It's easy to pick up, and

shortcomings. - Eric Brotcher

though it isn't innovative, it

doesn't suffer any glaring

eraphics. In fact, the only

features that stand out are the

largely innocuous music that

each location, and the cine-

matics that introduce each

changes thematically to match

customizable mechs, and more

Vanauant Randits may be

("Calgon, take me away!").

Gamenlay is solid with an

Vanguard Bandits



ful and occ ver, Vanguard Bandits bring a bit more character to the term DDG than serval Vinguard Bandits takes place in

a medieval world where everyone tramps around in 25foot-tall mechs called ATACs The main character is Bastion. your typical hothesded kid

NayStation III Publisher, Working Dusigns III Developer Human Development who discovers he's of roval blood though strangely peopered with and therefore is destined to put an end to all war. The same itself is a strategy RPG, not unlike Final Fantasy Tactics, Battles are turnbased and a winning battle oldo.

involves chessike maneuvering and well-chosen attacks. Graphically the game will neither thrill par offend, but the story is fun, the characters are entertaining (if stereotypical), and

the dialogue is well translated.

■ NextGen ★★★☆☆

Sottom Lines: Vanouard Randits deesn't radefine the open. but if you have the time, this strategy RPG is worth it.

Wild Arms 2



Wild Arms 2 is a decent par but is nearly indistinguish rent glut of PlayStation RPGs

PlayStation has seen an amazing selection of RPGs in recent seem to be slowing Unforhumatoki Milid Armor 2 k no. example of a decent RPG that may get left in the wake of many finer titles hitting the

■ Platform: PlayStation ■ Publisher: SCEA ■ Developer Conti market at the same time. based battle system, to the

The title actually refers to both the weapons used in combat and the warriors who use them. The game has three main characters: a young sorceress, Lilka: a zealous soldier Ashley, and Brad, a war hero turned war criminal They're all members of ARMS, a group devoted to combating

enemy boss. On the other hand. there's not much to complain about in this pretty well packaged game. At the end of Odessa, a terrorist organization. the day though, it provides very Sound typical? Well, it is. little that will stick in your There's really nothing new here, memory as being innovative or from the characters, to the turnabove average. - Eric Brotcher

NextGen ★★★☆☆

Bottom Line: An adequate file, but one that doesn't have as much to offer as competitors such as Vagrant Story or Alundra 2.

Gekido

Because some days you just need a good beat 'em up



nes Gekido, a diassic nsical side-scrolling to kick ass first and asl a graphics engine more akin to Tekken 3's than Double Drayorfs, plus a combo system to match there is surprising depti



(complete with shotguns id smoke grenades), and even otherworldly ers that require careful consideration. ony that's part and parcel of the senre, the same's developers have thrown in

paths, tons of secrets, a

vorid where even mun-iane objects seem to be ited with TNT and an player fighting game designed as Wu-Tange olin Style's, this brawl mode is a genuinely fun Power Stone-esque romp, giving you a chance to sharpen your combo skilb and get used to each of the different characters losyncrasies, just as in the adventure m weapons can be thrown fired, or swung at friends and figuring out the best se against so with a pistol is just one of the skills that will tra

directly into success in the

- Daniel Erickson

main game

ENextGen★★★★☆

m Line: it's hardly revolutionary, but Gekido's the best beat 'em up in a long time on PlayStation, and comes with a fun fighting game mode to boot.



Developers have often returned to the period of Japanese history known as Sunguko Jedi; "The Age of the Country at War." Nobunaga's Ambition and Lords of the Rising Sun did excellent jobs of bringing this dramatic time in history to life, and Creative Assembly has built on those fine titles with Shogun: Total War, a combination 2D, turn-based, and 3D realtime strategy game

The turn-based element, nicely replicating the feel of a board game, is easy to figure out and features challenging Al. As head of a clan, you must reunify Japan under your rule. Using armies, emissaries, ninja, shinobi, and geisha, you'll strive for domination over a period of many years. As time passes, you'll use your wealth to develop more sophisticated structures, which unlock advanced technologies to serve in the cause of war.

The 3D realtime aspect of the game is dedicated to controlling your military units on the battlefield. You can have the computer resolve the combat automatically, though you'll be missing out on

have the guts to engage in op combat, you'll enter the pro-vinces of Japan and fight. Your men fight in military units as large as 120 men each, with up to 16 units on the field at once on either side (that's 3,840 total!). The 3D engine is fantastic, giving life to rolling landscapes that lend themselves well to the strategic mind (fog hides your forces from

half the game. Instead, if you

archers, for Instance). Unfortunately, the realtime section of the game has the most problems from a user interface standpoint. It's difficult to get the hang of, and the tutorial hardly serves to make you comfortable This can be frustrating if you're a novice player, because instead of fighting with the enemy, you'll be forced to fight with the game. - Jason Samuel



ENextGen ★★★★☆

Bottom Line: Once you figure out the realtime interface, this is a thoroughly enjoyable experience that has a lot of replay value. Shogun is only the first of a proposed Total War series. We're sure looking forward to more.

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StarLancer Plate to Marcal B Developer Baladary

A new space opera from the folks who all but invented it



The first title to come from Chris Roberts ew Digital Anvil Studios slopment house is not StarLancer keys the ground work for a hopeful future in Roberts, the man ies and at the belon of this particular title, prove once again that he knows

operas, the bad guys in ere are no invading aliens; ead it's the U.S.-led nce pitted against those The borders have been ded to deep space, but Cold War jingolsm sili by signing on as a new cruit in the 45th, your typical ragtag band of inteer fighter jockeys equipped with third-rate

The game is stop-in-your tracks gorgeous, which is no ean feat to pull off when sist of a black void

Fortunately, the emptiness of space ensures that all the polygons that would normally be spent on walks, mountains or scenery can be applied to small number of guided missies, but your main cho in the game boils down to beam weapons or the less damaging, but autoalming Blind Fire guns. Blind Fire rws you to concentrate ns' lack of power, dog

chooses, and the choice missions are a bit on the far too many runs in which and the game follows a little too closely to the Wing

person by the armament he

Commander mold to be truly innovative. Still, there's more than enough action to



ENextGen ★★★★☆

as an appetizer for next year's FreeLancer; we're already

Beetle Buggin'

■ Publisher Info



san-to-set-into radna samo. water money's worth

publishers is simple. Wat for obvious trends in games to appear acquire inexpensive licenses, tap out competent code, then publish it at affordable prices. Like it or not, this kind of conservative strategy results in profes and in games such as Beedle Buren!

compete assinst such first-rate churre games as Mobile / Rally Championship or Gran Turamo 2. Beetle Buggin' is a simple, colorful, easy-to-master driving

game Because the game is clearly meant to much as wide



Championship mode is the most fun, and the best way to unlock The 3D-accelerated eraphics are all happy pastels and primary colors. The cars look like their real-world counterparts, but don't look for damage modeling or particle effects - it's all pretty basic. The keyboard controls are. driving same, but Snedle Buggin handles just fine with a gamepad and even better with a wheel There's no Internet support, but two players can play split screen. or secon go bugger on a LAN The earne's not deep, but it's funpretty and more importantly - Im Presson

NextGen★★★☆☆

Bottom Line: Fun and colorful. It's the kind of came your mom-

Lemmings Revolution

■ Publisher Take 2 ■ Developer Psygn



■ Oh yes! More lemmings! Puzzle games rarely get better Povenosis has finally made a

worthy sequel to 1985's classic puzzle game, Lemmings After many misfires, the company has restored the roots of the original. and Lemmings Revolution is an absolute pleasure to play

The game ventures into what's best described as pseudo-3D territory. You rotate each level like a cylinder belone

and float their way to freedom. New to Revolution are antigravity pods (which cause the lemmings to walk upade-down), trampoines, and rocketing lemmings, to name a few There are also new traps, including skiling walls, switches, piranha filled pools, and other centulloolong contractions finally. temmos can enter a level from multinle locations, and some lemmings can walk on water Controlling the game is a

the lemmings climb, dig, block,

breeze Assgring skills, rotating the map, and directing the rodents are all handled via the than 100 total) can be solved in multiple ways. - Keyin Rice

NextGen ★★★★☆

Bottom Line: As a cuzzle game that can be guite complex. Lemmings Revolution isn't for everybody. However, fans of the original will love the return to the game's mots, and newcomers will have hours of fun.



But wait, there's more! Act now and we'll include two months of PlayStation2 reviews!

Welcome to the Gamer's Guide, your insanely popular resource to what's worth buying and what's not even worth a glance. Each month, we update the list with every same we've reviewed since the last

time, and cull out older stuff. Which older stuff? Well, mostly bad PC games, but a few first-generation console titles, too. We leave in just about every title that ever got *****
though, since they're almost always a good bet, no matter how old they get. (Although it is worth taking note of which issue it was reviewed in, since time and technology march on, and a game that scored *** a couple of years ago might only score *** today)

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Classic Gaming Expo 2000

Jackie Gaughan's Plaza Hotel & Casino Las Vegas, Nevada



July 29 & 30

Classic Gaming Expo is an annual celebration of the roots and history of the videogame industry. If your minds eye can see you as a ro-year-old frantically tearing the reindeer-covered wrapping paper of a package from Santa, predfing an Atari 2600, Intellivision, Cotecovision, or Vectrex, then you won't want to miss the show. Classic Gaming Expo is a place where memories, actin as these fun free.

Just a few of the special guests who can be found at Classic Gaming Expo 2000 include Ralph Baer (often referred to as "the father of Videogames"), Steve Cartwright, Tod Frye, John Harris, Arnie Katz, Bob Polaro, Jay Smith, former Intellivision programmers The Blue Sky Rangers, and dozens more.

Special guests are only a part of what's happening at Classic Gaming Expo 2000. There will be dozens of classic acrade games lining the walls and available for play, scores of vendors offering classic games for sale, game contests and tournaments, keynote speeches and roundtable discussions, and a museum boasting the most comprehensive collection of classic videogame hardware and software ever assembled.



More information on the show and the festivities planned can be found on our website at:

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→ Letters

While we were away at E3, we mailed it in

In NG 05:00 you rated the FS2 on hardware power, in which you give the system four stars. Four stars! First of all, I agree that some games seemed a bit rushed (Flüge Faicer, Street Flyther, etc.), with a lack of antiationing (which is a software problem) and rather shallow gameplay But the graphics, nevertheless, looked great, And

looking at the other games on the horazon — SSX, DOAZ, Armored Core, to name a few, not to mention what the U.S. launch line up will look like — these should really define the potential power of Som's machine.

furthermore, your review went on to say that the PS2 is not the "World-Destroyer that Sony led us to believe." One question; how did Sony lead you to believe that? To my knowledge, all Sony did was announce the opers for its upcoming next-generation game corsole, and talk about the ability to 'synthesize emotions' and its beoadband capability. Not once did become the operations for the contractions.

to "patheaux emotions" and its to be patheaux emotions and it to breakband capability. Not one of the breakband capability. Not one of the linear feet hear anyone from Sony, say they were badding the find-shife. Be-All or "Wardel Destroyer" that many proclaimed. As a matter of fact, the only places fee heard such blades were from the meda, the linternet, or videogame magazines. The FS2 decrese better than the meady four stars it received. It's charply spond anything, he over seen. Then fact it you, and those like you, but those like you, but those like you, and those like you have a star of the same and the same an

would, a true next-generation console. Uh, I'd give it about year and a half, two at the most, before we start calling it "World-Destroyer."

Tracy Laws

had set. But in my eyes, Sony

delivered everything it said it

migyon@postoffice.padbell.net Read the category and text again. We rated PS2 at four stars an demanstrable hardware power (faur and a holf overall) - not on what it ht be able ta do, nat an what we haped it could do, but an what, at the time we reviewed it, it proved it could actually achieve. To quate aurselves, "All the power in the world means nothing if developers can't tap into it." The dual-CPU Saturn, for example, had a lat of harsepawer an paper, but the architecture was sa problematic that no one was ever oble to take full advantage of it. At this time, looking over the gomes that were available at release able at release and ts from developers (ba an ond aff the recard). PS2 is a bit problematic to develop for

and our scare reflected that.
We'll no doubt rote the
system again this fall in our
annual holiday system roundup,
and if, by then, the software
has improved, it's daubtiess
that the roting will rise. In fact,

we hope so and think it probably will. So far, however, nothing we've seen since lounch has changed our minds (including the bulk of FS2 titles an display at E3), and we would be giving in to a pra-Sany bias to robe the system any higher based purely on "patential."

And while it may be true

that Sany has never specifically claimed PS2 to be a "Warld-Destroyer," its own quates oren't exactly known for their modesty, either, and the campany has dane everything it can to make sure everyone else sings its proises. This ded a six-page cover stary in the March 6 issue af Newsweek, in which Ken itarogi actually equated the impartance of PS2 with the discovery of the New World "Over 200 years aga, the founders of your continent cut out the roadways, new towns, new cities, new culture. This is the same "

Perhaps we should have used the phrase, "World Builder"

I know that people write you got state pointing out your mistakes, so I figured that I should contribute. On page 86 of NG 0400 where you review Fear Effect, up in the top left corner it says "PlayStation Finals," right? Well then, why did you put the Microsoft logo there instead of the PlayStation logo?

the PlayStation logo?
So what are you going to do to
the person who made this
mistake? Carve the PlayStation
logo on the back of his hand with

ife?
Brian Hans
hothans20@hotmail.com

Actually, the PlayStation loga an the back of ane hand and the Microsaft lago on the other. And we used a pen knife, by the way. It was handy.

I got your 05/00 issue and saw the "guts" of the PlayStation2, and I was wondering, what are the PC card slot and battery for? I can't figure any reason for a battery. Oh, and

It ain't hip to forget the Zip

I have a couple of questions regarding Dreamcast that no migrazine has been able to answer. First, vivial over happened to the 120 of the Orbentace III was really exceed about the Sega Nitwork and the SSDN relate, but now Soary has tobies some of Segaly Sturker by Syang that Fig. 2019 the accompanied by a hard offer and an modern. It's like Soary is just voting for a big amount center from Sega of Mercorofi, then ophicing what was an original through I from a life or the Sign Soary is past voting for a big amount center from Sega of more of the Sign Soary is past voting for a big amount center from Sega of the Sign Soary is past voting for a big amount center from Sega of the Sign Soary is past voting for a big amount center from Sega of the Sign Soary is past voting for a big amount center from Sega of the Sign Soary is past voting for a big amount center from Sega of the Sign Soary is past voting for a big amount center from Sega of the Sign Soary is past voting for a big amount center for the Sign Soary is past voting for the Sign Soary is p

superior gaining company. By other question is in regards to the quality of pictures in your by other question is in regards to the quality of pictures in your bedieve that the graphs can notifier than the graphs of pictures of com Turinno 2000 on page 78, you will notice "pages" and the quality of the gainst Novi of you compare those pictures to the pictures of p

LeQuan Williamson

As for as we know, Sego still plans to release a Zlp drive add-an far Dreamcast this fall (probably right around the time it launches the Sego Network). The drive is complete and ready to go; when it's released is a meter of timing what Sego considers to be the aptimal price.

As for the pictures, we freely admit that while we've solved the problem of petting high-quality freemost screens, capturing equally high-quality FP3 screens is, at present, elading us. In some coses, the technology we're currently using moless anti-dioling problems actually seen warse when the screens are printed, than the way they appear an a mankac and in other

cases it makes them seem not as bad. However, we con honestly repart that "jaggles" hove been present in procticolly every PS2 gome we've seen so for:

■ The Dreamcast Zip drive is apparently ready for release, but Sc is assuiting the best moment to do:

another thing, on page 10, in the bottom left hand picture of the people playing PlayStation, why do they have it upside down? Are they just stupid?

The battery is there for keeping the realtime clock going omong other things, just os with Dreamost and for that matter the original PlayStation and PCs. The PCMCIA slot is o general exponsion port that's olso found on most loptops ond used for mony peripherals, such os modems, externol drives, specialty controllers, and the like. Sony wonts to moke PS2 os table os possible, ond PCMCIA is o good way to go, because it's o type of port that's fomilior to mony hordy developers. Given the lockluster history of peripherals in the console morket, it's unclear what sort of impoct this will hove, but the latest rumors ore that Sony's own modern/hord drive unit will use that port

And no, running o PlayStation unside down isn't stunid - in fact, a lot of folks do that to help vent off heat ond prevent skipping prablems.

After reading the article about the X-Box announcement in the May issue I had two questions, First, what will it offer that the PC does not?

ond, the specs are great, but how high will the price be? bert Weish

There's been no word on X-Box's pricing yet, olthough conventional wisdom says it will have to be below \$300. As for whot it offers that o PC doesn't, well, nothing really, other thon (opporently) exceptional high-performance grophics and a closed architecture, which will enoble developers to concentrate on squeezing every bit of power out of the system.

When I first bought a Dreamcast, I was very satisfied with the machine, I thought that the graphics were superb and that many great games were out for the system. Soon after I bought my Dreamcast, there came word of PlayStation2. I began to think that I had made

mistake with Dreamcast as I had with the Sega Saturn. Your article on "Sega's New Deal" restored my faith in Sega as a competitor in the videogame market. I began to realize that the PlayStation2 was going to have to fight hard to

maintain a number one position in the videogame market. Sega has a bold new plan; Microsoft has unlimited funding plus amazing graphics capability; and Nintendo has an extremely loyal customer base around the world. Thanks to your article, I am now confident that Dreamcast will remain a viable system for many years to come. I would also like to complain

about your review system. I think you should consider using a halfstar system. I believe single stars are not that efficient.

Ivan Kander

It remains to be seen whether Dreomcost will be a viable system for "mony years to come." That would seem to nge olmost entirely on how husiostic the public gets over the rebote progrom and Sego Network — if Sego con move 10 or 20 million units that wox the installed bose ofone will persuode publishers to continue praducing titles. It's o bold move on Sego's port, and we certoinly wish the compony oll the best. At the very least, the coming two years are going to be o very interesti ne in the industry, os oll four mojor players try out new tegles in on ever-grawing ond increosingly moss morket. As for our rating system, we

long ogo decided that whole stars were best, ofthough certolnly there have been times when our reviewers hove come ocrass titles that begged for onother holf star. In the end we think people tend to divide omes into rough categories of ust hove," "reolly wont to hove," "worth getting," "not worth my time," ond "I must worn others." A ten-point, or ndred-point, rating system just muddles things, devolving into pointiess debates about ether Title A is really two percent "better" than Title B. A five-stor scole is more thon odequote, lets you know at o once how we feel about o ome, and, together with going ver the porticulor merits (or lock thereof) in the body of the

review, should easily let you

Too rich for my blood

OK, we all know PS2 is gonna launch for \$299, and in your latest Issue, (Lifecycle2, vol. #4, page 15), you said that PlayStation games could be selling for as low as \$10! That is a great deal, but what are PS2 game prices going to be? I have already seen a few Web sites selling PS2 games for nearly \$90 a game! That's outrageous! Any clue what the game prices may be when PS2 does launch?

Jade Mu

The \$90 you're seeing right now is for Import gomes, and because, given the lows of supply and demand, import sellers con charge just about onything they wont, their prices are o bit outrageous. Rest assured, once PS2 lounches in the U.S., the omes will sell for obout what original PlayStation titles did at Jounch, with on MSRP of \$49.



Yeah, paying 90 bucks for crup imports like the virtual ph .. polygon babas ...), but there's nothing to stop an importer from charging anything they want

know which mentol cotegory we think it fits into.

looking over the past few PlayStation has received the majority of four- and five-star reviews, more than the graphical powerhouse of the Dreamcast. It just goes to show you that innovative and immersive gameplay is much more important than "real purty" pictures. Graphics, schmap hics. Let's hone that developers remember that when creating new games for PS2

skimn57@vahoo.com We should olso point out that, in foirness to Dreomcost (and,

for that matter, PS2), developers have been moximizing the copobilities of PloyStation for several years now, Also, there ore (still) o lot more new PlayStotion gomes thon Dreomcost or PS2 titles, so you might expect that o lorger number of great gomes would lond on PloyStation, if only by low of averages. In essence though, you ore correct: Better graphics don't necessorily eon better gomes, in either the short or long term — oithough, hoving gotten o taste of those "purty pictures," more

then one Next Gen stoffer has

found it difficult to go bock to

original PlayStation graphics,

even for o great game. Next Generation Letters. 150 North Hill Dr., Brisbane, CA 94005. Email us: ngonline@imaginemedia.com Note: email is vastly, vastly preferred

→ Retroview

July 1991

The plumber versus the hedgehog, round one

1991 saw the release of many incredible games, including Sid Meier's Civilization and LucasArts' Monkey Island 2 on PC, both of which remain among the best PC games ever

Meanwhife, Nintendo's console stransiehold was threatened for the first time since the release of its 8-bit NES in 1985. Playing David to Nintendo's Goliath was, of course,

Sega. Sega had struggled to keep its Genesis system competitive since its launch in 1989, but with some strong sports titles from EA, the company wa now gaining a significant share of the

Still, most of Sega's software had been mediocre during the Genesis' first two years, a prime example being the technically impressive but incredibly unentertaining Moon Walker, featuring Michael Jackson. In June 1991, however, the tides would officially turn with the release of Yuji



Naka's Sonic the Hedgehog Sonic's nergetic attitude and frenetic pace further positioned Sega as the system of choice for older gamers — the

trendsetters of the consumer market Nintendo countered with the September launch of the Super NES, a new system that Nintendo hoped would be enough to blow Sega out of the water Instead, what resulted was one of the dosest and most competitive console

wars in the history of the industry.

Wolfenstein 3D previewed: great shareware, but will it sell

NES | GENESIS | TURBOGRAFIX-16 | SNES

What we were playing

If you don't know these, you know their descendents

STREET FIGHTER 2

STREETS OF RAGE

Publisher Nintendo

SUPER MARIO WORLD

Wednesday Night 9:00 Jakon & The Fatmer

Nictel Court

Unsolved Hysteries C Dinesauri Wooder Years

Thursday Night

CES Ton Cont **NBC** The Cosby Show FOX The Simpsons

Top Cops A Different World ABC Pros and Cons Pros and Cons

Drexel's Class

Doorle Howser, M.D. Trials of Rosie O'Neil Pros and Cons

Trists of Rosie O'Neil Knot's Landing LA LIW Beverly Hills, 90230 Beverly Hills, 90330

10:00

Quantum Leap

Anything But Lov

...and in the real world

II Basketball legend Magic Johnson reveals that he has contracted the HIV virus. The announcement shocks the NGA, but not before becoming MVP of the All-Star game

■ The USSR self-destructs, completing its transform from a superpower no one could ignore to a collection of small, struggling countries no one can keep straight.

Rodney King becomes a martyr for raced injustice when a videobape surfaces that shows the African Arnerican King being surgicy beaten by flour LA/ED, officers. As horrifying as the incident is, it will pade in companion to the ricst that break out when the officers are accusted in 1922.

Former child star Adam Rich is arrested for breaking into a pharmacy, allegedly attesting that the phrase "Fight is Enough" does not apply to drug dosages.

American forces drive iraqi troops out of Kawait in the short-but-awest Penian Gulf War.



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BackwardsCompatible

The mystery of the ages revealed (or something similarly important). Page 7. "I'm funny how? I mean, funi like I'm a clown? I amuse you? I make you laugh?" Page 79. Proof positive that Lloyd's of London should avoid insuring the Eiffel Tower Page 60, OK, so there's no Radar. As long as Hawkeye, Klinger, and Col. Potter are still around, we should be fine. Page 55, Or cry like a baby it's really your choice. Page 23. You can't run the bar at Mos Eisley, but this is probably as close as you're gonna get. Page 56. This game looks great, but we think the life-size semi cab controller is waaay too expensive. Page 59. Your first look at the game voted "Most Likely to Cause People to Make That Homer Simpson Gurgling Drooling Noise While Repeating the Game's Title Like a Mantra" by Next Gen's editorial staff. Page 66. Seriously, kid, it's time to start checking the sizes before you buy the clothes. Page 82. The world may not be enough, but a car like this one just might be. Page 6i. A morale gauge You're surrounded by dozens of guys, each with a sword and a strong urge to kill you. Why would you need a morale gauge? Page 58. From Jaser-beiching dragons to graffiti-spraying skaters. Never say these boys can't adapt. Page 31. To be completely honest, the eye thing is a little bit creery it's amazing, but it's stil creepy Page 37 Hey, remember when people thought picnic tables were actually for picnics? Times were simpler then.... Page 4i. Rumor has it that Midway is already working on the next entry in this series: a top-secret title called just Plain Thunder, Page 88. One of Sega CD's greatest titles finally gets the sequel treatment - on PlayStation2. Page 50. Find out what game nearly caused several Next Gen editors to miss their deadlines, their flight to E3, and some more deadlines after that. It's not what you think. Page 45. Dolphins, lizards, and a squirrel who could kick all their asses. Page 16. Man, put her with that sorcerous, stabbing, orphan boy, and we'd have a pair of wayward teens that could set juvenile half on fire. Page 42 More games than anyone can reasonably play. Luckily, many of us are completely unreasonable about our gaming. Page 96.

NextMonth The Getaway



■ WE TEST DRIVE EUROPE'S HOTTEST PLAYSTATION2 RACER

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Eugene, Oregon

Screen Name: CapinCarnage

It stock a cat in your recket, you backess Tuscotoose cracker. He's in there chewing your mice, But you probably eat mice yourself when you rain out of possum, you monoter truck-lowing, buck-loophed hills My. And you

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Pittenweem, Vermont en Name: JuliusSqueezer

et—ah, holy crap, I'm the blue rocket.

Time Donisting 12 20 11





Tuscaloosa, Alabama Name: WhiteLightning

Total Mice On Beard, 0+1cel





For the first time over Team Sonic presents your chance to go online and face wacko opponents from all across this great nation. Lead stampeding rodents

into your rocket in a race against time white you sick vicious kitties on rival ships through more than 75 massive levels and five different modes.

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And more

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